

VOLUME 2

MARCH 2000

ISSUE 11

NEW AGE GAMING

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ED's Note

What we do

The game reviewing business is a fun hobby-turned-job for the lucky few of us, and it is a relatively new concept in the big scale of things. Being new, many publications, both print media and electronic, didn't have a template to work from so many years ago. A few brave souls hacked out a couple of obvious scoring categories like graphics, sound and playability, wrote an in-depth review and sent it out into the world. This supply (the reviews and screenshots) and demand (gamers wondering which games suck and which are worth their money) dynamic started something we now call gaming magazines and gaming internet sites. The bare truth of the matter is that nobody really knows what the best way to review a game is and I'll be the first to admit that our scoring system isn't perfect but it's more refined than almost any other. The problem is that no game suits every category and you can't change the categories for each and every review, so what do you do? Well the good news is that we're working on a new rating system, with the help of a few intelligent readers we will be introducing what we feel is the most accurate way to review a video game. It's a different way of doing things and we'll be breaking out of the mould set for us by those first pioneering game reviewers.

The other thing with game reviews is that they're opinion based and opinions are mostly defended the best by who can shout the loudest or in our case, being print media, who has the final, dare I say 'official' say on the matter. In light of this, we're humbly aware that we are just another opinion out there in a world with instant access to a hundred opinions you can find by using just one phrase and an Internet search engine. One important difference between magazines and the Internet is that more thought and consideration goes into writing a review for a printed publication than an Internet site purely because we expect you to pay for our opinions and we, in turn, have to pay for the content. Any fool can knock together a gaming site and if you've been around long enough many of today's famous and respected Internet gaming sites were started by a bunch of passionate gamers just like you and me, they grew to fame in a different way but essentially we're all the same at the roots. The worst possible situation is when someone reads one of our reviews and formulates an opinion after just reading the review bar, or in some cases only the final score. Then there are the people who read every word three times. The message here is, read the review, then look at the score and then if you disagree let us know. It's a free country as they say and your opinion is just as valid as the next person's 'different' opinion. As a gaming magazine we'll never be able to satisfy everyone. We'd just like to think that because we've been playing games since games were invented that we're a little more able to formulate a more considered opinion based on experience and the fact that we have to sell our opinions and not rely purely on shouting the loudest in a room full of 'experts'.

Michael James, Editor

The training wheels are coming off
Developer's Blueprint is sailing her maiden voyage this issue, and I believe it's a first in gaming magazine history... No other game developer has ever taken on such a major commitment and again I'd like to thank Travis Bullford and his team for their efforts. All we now need is some serious commitment from you 'future developers' to your games, unlike many other publications and books we'll actually be showing you step by step how to do this game making thing and remember there'll be a monster prize and a little fame up for grabs at the end of it all.

Insert input here
As you'll find out when you read the last page of this issue, we're looking for a few new freelance writers and this is the warm-up paragraph, I'm using this space here to thank everyone who has ever sent in any material to New Age Gaming, be it a review, a letter, screenshots, a picture or just general slating of something we've printed or in a few cases something we haven't. Keep it coming, we read absolutely everything we receive because we're always curious if nothing else and would you believe it, many of the small and large improvements/changes in the magazine have come directly from your suggestions or criticism. This is your magazine in one sense and this is because we aren't that stupid to think we know what everyone wants, so we rely on you to tell us. Okay, enough Kleenex tugging stuff... In closing - send us those reviews, articles, pictures and ideas and even if you don't own a talented bone in your body or don't have any original ideas always remember, reader submissions are always good for a laugh if nothing else [you can't say that, Big Ed].

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New Video Blaster WebCam Go from Creative is the portable innovation you've been waiting for! Now you can carry a PC camera with you anywhere to capture precious moments in Internet-ready JPEG format for use in your webpages. WebCam Go's hefty 4 MB built-in memory lets you capture about 90 still images at a high resolution of 640x480. That's the equivalent of 2.5 rolls of film!

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We're well into the new Millennium and things are going well, apparently. The web still grows from strength to strength on a daily basis, with vast amounts of information being added to its already massive collection of news and knowledge on an hourly basis. Keeping up is impossible, but we do our best. So, in that spirit, we bring you yet

NAG's site of the month



another look at what's happening on the World Wide Web.

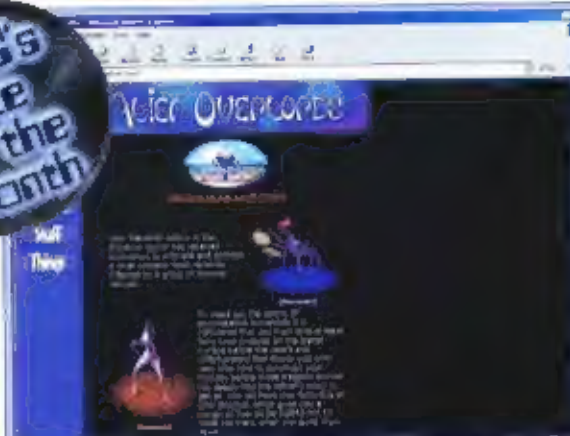
Here is a plus for all you Duke Nukem fans. When you next visit the 3D Realms web site, why not take the virtual tour and see where all the magic happens. This is a fun, if rather gimmicky reason to visit the site - taking the virtual tour will display the 3D Realms offices to you in stunning 360-degree detail. You can also take the opportunity to learn about the entire crew, and find out what their future plans are. Of course, this is pretty boring unless you're something of a 3D Realms fan. But



it is fairly unique, so it certainly is worth a look. Surf over to www.3drealms.com and click on the virtual tour link.

A new site has become available for all the Need for Speed fans out there. The EA Need for Speed Motor City page is basically a community page, filled with lots of information and fun. This page is really intended for die-hard fans who will appreciate the various featured vehicle profiles and 'news' that the site presents. It holds little value to the non-fan, but is a well-constructed site nonetheless, and would be an interesting visit for those who appreciate a graphically sound web site. Unfortunately the address for the site doesn't have a funky, memorable name so use this address:
<http://207.207.66.178/>

The following site will be of great interest to those who play any of



Here at Now Age Gaming we love to see local developers getting the ball rolling with new products. After all, there is a huge amount of untapped potential out there, right here in South Africa, which we would love to see realised.

One such development company is Mooncow, affiliated to Twilyt Productions (www.twilyt.com) - the people that brought you The Tainted last year. The crew over at Mooncow are currently working on a project entitled Alien Overlords, which looks very promising if the web site is anything to go by.

Although the site is small, it does contain everything you would need to know about this rather strange looking, fun space shooter.

Of course, for a site to get awarded the web site of the month award, it needs to be more than informative, attractive and easy to navigate. It needs a little bit extra to qualify.

The little bit extra at www.alienoverlords.com comes in the form of a really fun and addictive online game, called Alien Overlords Lunar Lunacy. It is a very simple arcade style game, but it will certainly allow for hours of challenging fun as you attempt to land five pods safely on the surface of a volcanic moon, all the while avoiding lava pits and random asteroids, before you run out of fuel.

The game is simple to play, with a keyboard driven interface and easy controls. So check it out. Surf over the www.alienoverlords.com and follow the 'Things' link. From there, click on the appropriate links to start the game.

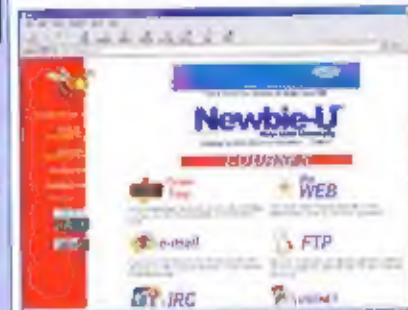
This little online taste of Alien Overlords is not a development marvel, but it does show the graphic capability of Mooncow, and will enable you to have a little more fun than just reading about the product.



White Wolf's World of Darkness RPG's. As we all know, Vampire: The Masquerade is making its PC debut shortly, an event which has generated much excitement in both computer gaming and role playing circles. However, were you aware of the fact that Werewolf: The Apocalypse is also destined for the desktop? Developers Dreamforge have entered the hallowed halls of White Wolf and have collaborated closely on this new project, entitled Werewolf: Heart of Gaia. The site itself is a typical development site, with lots of news, information, screenshots and the like. It is a beautiful

site to look at, and fully captures the feel of Werewolf: The Apocalypse with graphics and text that read and look like the real thing. Pay it a visit at www.asqgames.com/100-GAMES/werewolf/.

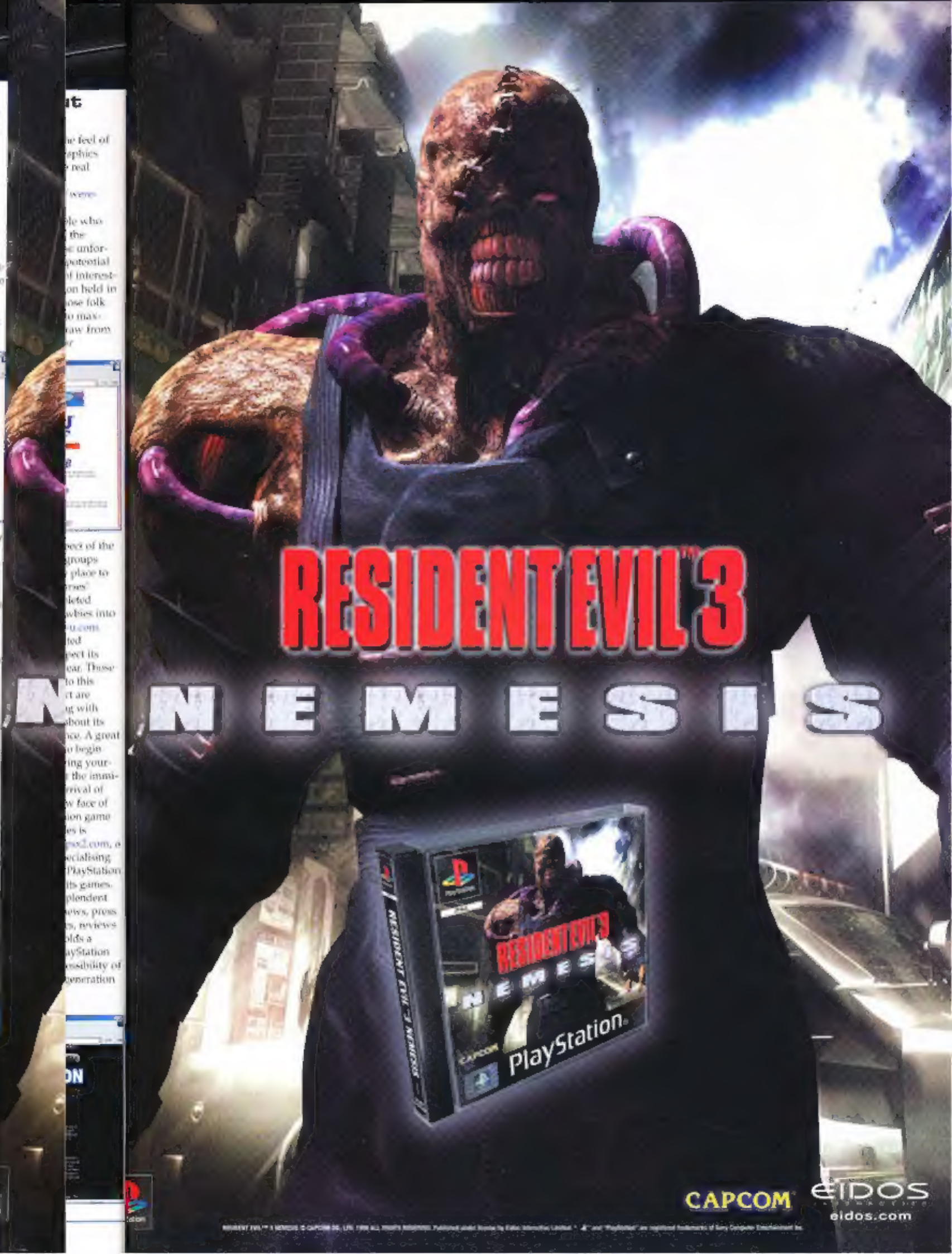
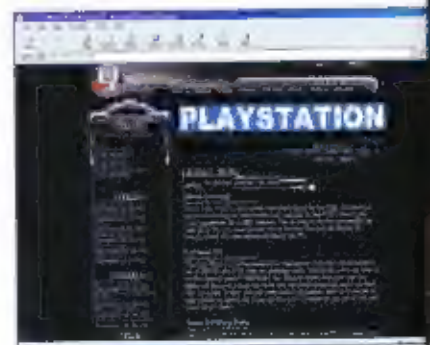
There are a vast number of people who are new to the wonderful world of the Internet, and often need help. These unfortunate folks may never realise the potential of the web, and the huge amount of interesting, fun and educational information held in its hallowed etheral vaults. For those folk that are new to the 'net, and wish to maximise the potential that they can draw from it, there is Newbie U: the New User



University. Dealing with every aspect of the web from Internet to IRC to newsgroups and FTP, the Newbie-U is a handy place to go and have a look at. All the 'courses' offered by Newbie-U can be completed online, and promise to convert newbies into knowbies! Visit it at www.newbie-u.com.

The buzz around the long awaited PlayStation 2 is growing as we expect its release in South Africa later this year. Those markets that already have access to this product are buzzing with news about its brilliance. A good place to begin preparing yourself for the imminent arrival of the new face of television game consoles is www.psx2.com, a site specialising in the PlayStation 2 and its games. Resplendent with news, pre-releases, reviews

and product previews, this site holds a wealth of information for both PlayStation enthusiasts and those looking at the possibility investing in one of these new second-generation consoles.



RESIDENT EVIL 3

NEMESIS



CAPCOM

eidos
eidos.com

TAKE

BITS & BYTES

Syphon Filter 2

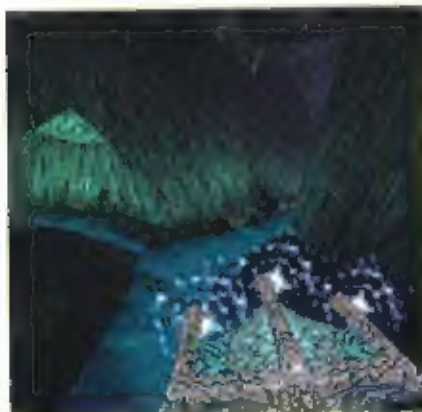
989 Studios has announced the highly anticipated sequel to last year's big action adventure, Syphon Filter. The game will now ship on two CD's, with over twenty new missions for you to blast and sneak your way through. Players will get to explore new environments from ice caverns to the usual list of high-tech military installations. One of the more exciting features promised for the final game is an all-new multiplayer mode where two players can choose from the wide selection of in-game characters and fight it out to the death. What made the first game so popular was its wide selection of weapons and this time around you can expect to see over 25 different kinds of weapons and gadgets. Your arsenal will consist of things like grenades, tear gas, crossbows, night vision rifles, pistols, knives and automatic shotguns. In addition to all these changes players will now be able to save at selected checkpoints located through each mission. The range of



moves has also been improved upon and besides the standard, kneel, walk, roll and crouch 989 Studios has included a new slide move. Other refinements include better artificial intelligence, music and sound and an improved game engine. We'll be looking forward to this first game in the second generation of Special Forces action adventuring.

Daiikatana Deathmatch Maps

Luke Whiteside, Daiikatana level guru leaked a few scant details about the maps featured for the final game after numerous negative postings on a forum. There will be 10 deathmatch maps, 2 for each era, including the original maps from the demo version. Besides these there will be 4 capture the flag maps (1 per time period), one death tag map and 1 blade



match map where the Daiikatana will be the only weapon. These have definitely been confirmed for the retail version when it arrives in 2009 (just kidding).

The Best of Last Year

If you were wondering which games made it big last year, then wonder no more. PC Data has released its retail gaming hits list for 1999. Please note that these figures are based on international sales.



- 1 RollerCoaster Tycoon - Hasbro Interactive
- 2 SimCity 3000 - Electronic Arts
- 3 Who Wants To Be A Millionaire - Disney
- 4 Age Of Empires II: Age Of Kings - Microsoft
- 5 Starcraft - Havas Interactive
- 6 Half-Life - Havas Interactive
- 7 C&C 2: Tiberian Sun - Electronic Arts
- 8 Microsoft Flight Simulator - Microsoft
- 9 Frogger - Hasbro Interactive
- 10 Baldur's Gate - Interplay
- 11 Cabela's Big Game Hunter 2 - Activision
- 12 Wheel Of Fortune - Hasbro Interactive
- 13 Rainbow Six Gold Edition - Red Storm
- 14 Starcraft Expansion: Brood Wars - Havas
- 15 Need For Speed 3 - Electronic Arts
- 16 Monopoly Game - Hasbro Interactive
- 17 Deer Hunter III - GT Interactive
- 18 Star Wars Episode I - LucasArts
- 19 Combat Flight Simulator - Microsoft
- 20 Rainbow Six: Rogue Spear - Red Storm

Resident Evil: Gun Survivor

Capcom have been working hard on a new gun game using the spooky Resident Evil environment as a background. Fans of the game will be pleased to know that the game will look, feel and taste very similar to the current



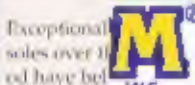
series, with all the usual trimmings and ample doses of blood and gore. The imaginatively named, Resident Evil: Gun Survivor promises to put you right there amongst flesh eating zombies, ravenous dogs and other deformed creatures of the night. The Umbrella Corporation is again up to no good and besides having to worry about slimy things that go bump in the night, you'll also have to deal with members of a SWAT team that have been sent in to eliminate you. The game will allow players to navigate freely using the gun and when the time comes for a little lead peeping you just aim and pull the trigger. Capcom have indicated that they'll also be throwing in a handful of puzzles here and there to keep die-hard fans happy. There are very few light gun games in circulation and the use of a huge video game franchise like Resident Evil, and the commitment of a major development studio like Capcom, might just be the very thing needed to swing around this limited market. If this game proves to be a smash hit, we'll be seeing more like it soon.

The Sims add a little Ascension. Following in the footsteps of the greats, the Sims (a human simulation game, if you didn't already know) from Electronic Arts and Maxis will also feature customisable 'skins'. In an effort to garner more interest in their upcoming title, Electronic Arts and Maxis are offering special Ultima Ascension skins to those who pre-order the game from select web sites. Maxis has added Ascension characters like The Avatar, Raven and Kane, other characters include The Sims creator, Will Wright, an EA Sports cheerleader, a Maxis worker and even Sid Meier. The developers are very excited about the potential of this open-ended 'feature' and in much the same way as Quake, expect to see thousands of custom-made skins appear on the Internet soon after the game is released. Already, during the process of developing the game a number of creative users have designed their own skins, wallpaper and floor patterns to be used in the final version. Now, Face Lift, which is an application that will allow players to create new faces and heads

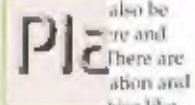


for use in the final game, has been added to the creative tools for The Sims. Even though the title has not yet hit retail stores the tool is available for download (8.90MB) at the official web site for The Sims. Go get it at www.thesims.com and start making faces, but not while your mom is looking!

Big M



Exceptional sales over the December/January holiday period have helped the video game industry achieve the \$43.2 billion point in hardware and software sales for 1999, inching closer to the film industry's \$44.4 billion annual box office take. This is very interesting news in light of the fact that it doesn't include the PC gaming sales figures. PlayStation lead the pack with a phenomenal \$9 billion in holiday sales alone, a figure greatly helped by the sale of around 3 million PlayStation consoles increasing Sony's market share to 53% of the video game console market. There are currently 25 million PlayStation consoles in North America (this represents one quarter of all the homes in America), and around 70 million worldwide.



PlayStation also sold more games than any other company, with over 15 million titles sold in December - and to think they've only just begun.

The Sims add a little Ascension

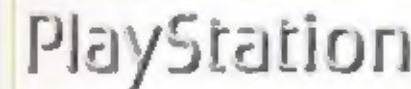
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Bigger than the movies... almost

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Rogue Spear: Urban Operations

Red Storm announced recently that it would be releasing the Rogue Spear add-on, Urban Operations, early this year. Set in the urban environment, Team Rainbow will face its most dangerous missions to date, where every stray bullet endangers innocent lives (collateral



damage to be kept to a minimum boys). Due to the public nature of these missions, the secrecy of the Rainbow organization will also be in danger as the team fights against the most lethal terrorists in the world. Urban Operations will feature five new levels, each with four game types. In addition, the expansion will feature five classic levels from the original Rainbow Six (which were redone for Rogue Spear), new weapons, and five new multiplayer maps. The terrorists will also have new skills, Urban Operations will add new locales, weapons, and game modes. This time around, the eminent Rainbow counter terrorist organization must extinguish threats around urban centres of the world, including the slums of Istanbul, the watery canals of Venice, and the tenement housing complexes of Mexico City. In total, there will be five new single-player scenarios, plus a number of multiplayer sites, such as a prison, a chemical compound, bunkers, construction sites, train tracks, and a graveyard. As a bonus, Urban Operations will also offer five classic maps from the game that started it all, Tom Clancy's Rainbow Six; these include such favourites as Amazon, Skyscraper, and Hacienda. The game is looking almost good enough to eat, watch for a full preview soon.

Electronic Arts - 2000 and Beyond

Electronic Arts has licensed the Quake 3 Arena engine from id Software and plans to use the technology to develop several PC games, including a James Bond title based on the film, The World is Not Enough. The other highly anticipated game to receive the Q3A treatment will be American McGee's Alice, an alternate



and frightening rendition of the classic, Alice's Adventures in Wonderland. Both titles are due for release this year with more to be announced later in 2000 (E3). The licensing of id's technology means that development teams can focus on the creative side of things, leaving the 3D-engine dog work to the experts.

CONTROL



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NEW AGE GAMING PRICE COMPARISON

Game Title	Incredible Connection	CNA Interactive	Toys R Us	Reggies
Knockout Kings (PSX)	R 149.99	None	R 169.99	R 169.99
Tommy Noddy: The Last Revolution (PSX)	R 169.99	R 459.00	R 489.99	R 489.99
WarPath: Jurassic Park (PSX)	None	R 159.00	R 399.99	R 399.99
Tomorrow Never Dies (PSX)	R 149.99	R 359.00	None	R 419.99
Slave Zero (PC)	None	R 129.95	NA	NA
James Earl Ray (PC)	R 299.99	None	NA	NA
Unreal Tournament (PC)	R 299.99	R 299.00	NA	NA
Tommy Noddy: The Last Revolution (PC)	R 129.99	R 329.00	NA	NA

RELEASE LISTS

New Age Gaming takes no responsibility for the accuracy of this information. Any of the release dates may be changed if the developer deems it necessary. The only official shipping date that most developers give these days is, "When it's done!"

PC RELEASE LIST

FEBRUARY

- 01 - Felony Pursuit - THQ
- 01 - Giants - INTERPLAY
- 01 - Lego Land - LEGO MEDIA
- 01 - The Sims - MAXIS
- 15 - Boarder Zone - INFOGRAMES
- 15 - Die Hard Trilogy 2 - FOX
- 15 - Mission: Impossible - SONY
- 15 - Nox - EA
- 15 - Unreal Gold - EA
- 17 - Daktatana - EIDOS
- 17 - Risk II - HASBRO
- 17 - Iron Plaque - GT INTERACTIVE
- 22 - Formula 1 99 - ACTIVISION
- 29 - Superbike 2000 - EA

MARCH

- 01 - Croc 2 - FOX
- 01 - Imperium Galactica II - GT INTERACTIVE
- 01 - Official Formula 1 Racing 99 - EIDOS
- 01 - Silent Hunter II - MINDSCAPE
- 01 - Majesty - HASBRO
- 07 - Anachronox - EIDOS
- 07 - Tiberian Sun: Firestorm - EA
- 07 - Dawn of War - SOUTHPEAK
- 09 - Allegiance - MICROSOFT
- 14 - Metal Fatigue - PSYGNOSIS
- 14 - Soldier of Fortune - ACTIVISION
- 14 - Star Trek Armada - ACTIVISION
- 15 - Splinter - EA
- 16 - Reach for the Stars - MINDSCAPE
- 16 - Thief II - EIDOS INTERACTIVE
- 17 - Warlords Battlecry - MINDSCAPE
- 20 - B17 Flying Fortress - HASBRO
- 20 - Gunship II - HASBRO
- 20 - Star Wars Force Commander - LUCASARTS
- 20 - Wild Metal - TALONSOFT
- 21 - NASCAR 2000 - EA
- 21 - Shogun Total War - EA
- 21 - Tachyon: The Fringe - NOVALOGIC
- 21 - Wall Street Tycoon - I Entertainment
- 23 - Baseball 2001 - MICROSOFT
- 24 - F1 2000 - EA
- 24 - Triple Play 2001 - EA
- 28 - Deus Ex - EIDOS
- 28 - Evolve - VIRGIN INTERACTIVE
- 28 - Vampire: The Masquerade - ACTIVISION

*INTERNATIONAL RELEASE DATES

PSX RELEASE LIST

FEBRUARY

- 01 - NASCAR Rumble - EA
- 08 - Team Buddies - ACTIVISION
- 10 - Brunswick Circuit Pro Bowling 2 - THQ
- 11 - Samurai Showdown Warrior Rage - SNK
- 15 - All Star Tennis 99 - UBI SOFT
- 15 - Colin McRae Rally - SCA
- 15 - Jaguar X-Type - EA
- 15 - Jackie Chan Stunt Master - MIDWAY
- 15 - LEGO Rock Raiders - LEGO MEDIA
- 15 - NHL Blades of Steel 2000 - KONAMI
- 15 - Rayman 2 - UBI SOFT
- 15 - Saga Frontier 2 - EA
- 15 - Test Drive Rally - INFOGRAMES
- 17 - Deception III - TECMO
- 17 - ECW: Hardcore Revolution - ACCLAIM
- 22 - Army Men Sarge's Heroes - 3DO
- 22 - Crusaders of Might & Magic - 3DO
- 22 - Superbike 2000 - EA
- 24 - Fear Effect - EIDOS
- 25 - Renegade Racer - INTERPLAY
- 28 - Urban Chaos - EIDOS
- 29 - Eagle One - INFOGRAMES
- 29 - Roadsters - TITUS
- 29 - Street Skater 2 - EA

MARCH

- 01 - Big Mountain 2000 - SCA
- 01 - Colony Wars Red Sun - ACTIVISION
- 01 - Hot Shots Golf 2 - SCA
- 01 - International Rally - KONAMI
- 01 - Rollage Stage II - ACTIVISION
- 01 - Star Trek: The Next Generation - SONY
- 01 - Test Drive Cycles - INFOGRAMES
- 01 - WWE Smackdown - THQ
- 07 - Hydro Thunder - MIDWAY
- 07 - Sim Theme Park - EA
- 07 - World League Soccer 2000 - SCA
- 14 - Triple Play 2001 - EA
- 15 - Galenians - CRAVE
- 21 - Caesar's Palace 2000 - INTERPLAY
- 21 - Gauntlet Legends - MIDWAY
- 21 - Major League Soccer - KONAMI
- 24 - Disney World Racing - EIDOS
- 27 - F1 2000 - ELECTRONIC ARTS
- 28 - Nightmare Creatures 2 - EIDOS
- 28 - Test Drive Le Mans - INFOGRAMES

*INTERNATIONAL RELEASE DATES

In Passing...

PlayStation 2 Titles Coming Soon

Ardent Tekken fans awaiting the imminent release of Tekken Tag Tournament for the PlayStation 2 will be disappointed to hear that the expected overseas release date has been moved back to mid April. However, Ridge Racer V for PS2 should still make the overseas March launch date.

Tiberian Sun Expansion

Sporting an unusually long name, Command & Conquer Tiberian Sun: Firestorm Expansion is set to take the market by storm. The expansion should arrive early 2000 and will be distributed by Electronic Arts Africa. Westwood has created 18 all-new missions and a big selection of new units, including, among others, the Juggernaut, a three-gun walking arsenal in answer to the artillery of NOD. As we get more news you'll hear it.

Circles of Light

Halo is an exciting new futuristic third-person science fiction action game that sees the player as a military recon unit of the human race's new planetary empire. Combat takes place on the land, in the sea and air as the player single-handedly takes on the entire might of a hostile alien species. Using guerrilla warfare tactics the player must use weapons and vehicles of three different cultures to ensure victory at any cost. Halo is looking to ship later in the year and as things stand right now will be making its way onto the PlayStation 2.

Singapore Sana Half-Life

The Singapore Board of Censorships and the Ministry of Arts have apparently banned the sale of Valve Software's Half-Life and all of its associated third-party modifications in the Southeast Asian island nation. Government officials have already raided a number of shops, ordering retailers to pull all copies of the title, claiming that the game contains too much violence despite the built-in parental lockouts.

Windows 2000 service pack... already

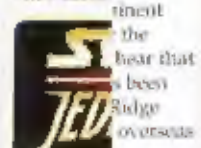
It comes as no big shock that Microsoft is already working on a service pack (updates and bug-fixes that's what they call a patch for an operating system, a service pack) for their yet unreleased Windows 2000. This service pack, codenamed 'asteroid', will be available for free download from the Microsoft web site in June.

Eidos and Disney

Eidos Interactive and Disney Interactive have joined forces to develop three video games for the console and hand-held business based on Disney content. The titles will be created at Eidos' internal studio, Crystal Dynamics. The first offering, Walt Disney World Racing, will debut early 2000 for PlayStation. In July 2000, Eidos will probably be releasing a second title for these systems in conjunction with the Disney movie sequel, 102 Dalmatians. A third game to be determined at a later date will also be released.

LucasArts' Jedi Power Battles

LucasArts has released a few screenshots and some scant details about their new PlayStation game, Jedi Power Battles. The game will present a series of one and two person dashes



between The Force wielding Jedi Knights and a host of evil mercenaries and assassins from the Trade Federation and the dark Jedi. Players will be able to choose between five Jedi characters including Qui-Gon Jinn and Obi-Wan Kenobi. The object of the game will be passing through ten levels and a few bosses to ultimately face the dreaded Darth Maul. As players hone their abilities, a points-based system and set of power-ups will renew health and recharge Force powers. These power-ups will also allow characters to obtain items for use in combat, including shields and restraining bolts. Each of the five Jedi has different proficiencies in combat and while Obi-Wan has agility and speed on his side, Qui-Gon has greater experience and stronger Force powers. The levels in Jedi Power Battles are based around specific Star Wars: Episode One environments, some of the levels have platforms and obstacles that must be negotiated in various circumstances. There will also be extensive support for a two-player game where players must cooperate as a team and use each other's unique abilities to overcome the forces of evil.



Who's the Sexiest of them all

Who's the Sexiest of them all

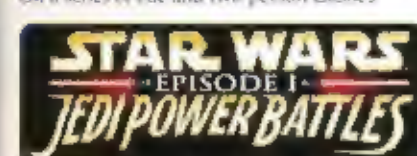
Lara Croft is considered the sexiest virtual character of all time but she's facing some stiff competition when Julie Strain hits the scene later this year. Julie is the female lead in Ritual



Entertainment's 3D action game F.A.K.K.2, a third person action game based in the Heavy Metal universe. The game uses the Quake 3 Arena engine and features a fully animated and digitized version of the real-life model Julie Strain. Players will need to defend Julie's planet from powerful aliens intent on plundering her world's fountains of youth.

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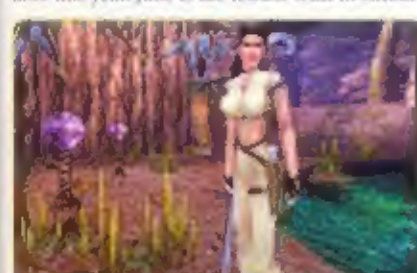
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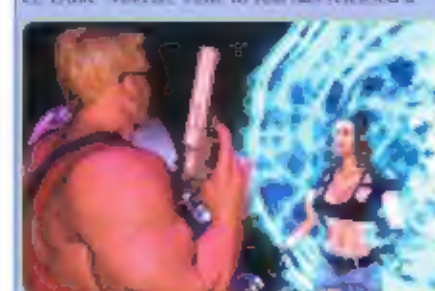
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Planet of the Babes

Now this is a sure fire winner, for a number of reasons... all of them bad. 3D Realms, creators of the popular third-person PlayStation shooter, Duke Nukem: Time to Kill has released a



few screenshots of their upcoming sequel, Planet of the Babes. This new game puts the muscle-boned hero in the future and in charge of repopulating the Earth, with the only remaining species - overly endowed women, sounds like a marketer's dream come true. Duke won't have it so easy however and must face a race of intelligent apes and mutated bores. The game is a pure action title but will occasionally involve pressing a few switches and finding the odd key, but the emphasis is on pissing the evil ones and liberating the girls. Improvements to the existing engine include enhanced lighting effects, a higher resolution and a few other small, but essential, refinements. We'll bring you all the news on this new and exciting Duke experience as soon as it reaches our quivering controllers.

In more news from Electronic Arts

It looks like PlayStation 2 owners are in for some difficult choices when the unit is finally put on sale later this year. Electronic Arts has been developing for Sony's new console for almost a year now and will have around 5 new titles available for the North American launch. The company has in total around 15-18 titles in development, many of which are planned for release during the course of 2000. EA has indicated unwavering enthusiasm for the PlayStation 2 and based on disappointing sales, which they blame on the small install base, support for Sega's console will probably fall away and Nintendo 64 releases will be reduced to as little as four new titles during 2000. This projected plan is easy to understand as Sony is estimating an install base of around 10 million PlayStation 2 units by the end of 2000 and a big install base equals big software sales. Taking into account their huge successes within the sports genre, gamers can expect to see EA leaning towards this arena with their current crop of PSX 2 titles. It looks like it's all guns firing at EA for the PlayStation 2, and interestingly in spite of all this activity there is still no news of a 2000 release for the Nintendo Dolphin or Microsoft's rumoured X-Box. Current PlayStation owners need not worry about the future of their software as EA is planning on focusing even more resources into the development of new original PlayStation titles, an obvious move considering the PSX 2 can run original PlayStation games. It always takes a big software developer to make or break a console platform, and by this token it seems that Sony definitely has all the support they need from one of the biggest software developers/publishers out there.

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JUST CHARTS

It seems that Age of Empires 2 is firmly entrenched in the charts, and appears to be hanging on to the top spot in a very tight market. However, the new entry of Quake 3 is well anticipated by those in the know, and this game will most certainly stand a great chance of displacing Microsoft's strategy/management title.

We see fewer new titles this month, but can see the big name titles like Tomb Raider 4 crawl upwards while others, like Pharaoh, begin a slide that might see them off the charts shortly. Another big new entry to watch is the relatively low entry of Quake 3's competitor, Unreal Tournament. The tussle between

these games may prove to be very interesting indeed!

On the PlayStation front, we see that FIFA 2000 has taken its spot at the top, as was to be expected with a title in EA's popular soccer sim range. Disney's Tarzan is climbing the ranks, and Lara Croft in Tomb Raider 4 enters at a high third position. EA's Need for Speed: Road Challenge's welcome return last month is holding fast in tenth spot.



Local Charts based on official sales of the above retailers.
DATE 1/2/2000

Local PC Charts			
Position	Name	Last Month	Total Months
1	Age of Empires 2 - Microsoft / Crea / SDD	1	2
2	Quake 3 - id/Activision / MMW/SDD	New	New
3	Tomb Raider 4 - Eidos / Eidos / Crea	5	1
4	Flight Sim 2000 Standard - Microsoft / Crea	4	1
5	Pharaoh - Sierra / Eidos / Crea	2	1
6	Need for Speed 2 Classic - EA / EA Africa	New	New
7	Unreal Tournament - Epic / GFI Int. / MMW/SDD	New	New
8	SWAT 3 - Sierra / Eidos / Crea	7	1
9	FIFA 2000 - EA Sports / EA Africa	6	1
10	Billy Championship - Activision / EA / EA Africa	New	New

Local PlayStation Charts			
Position	Name	Last Month	Total Months
1	Fifa 2000 - EA Sports / EA Africa	2	1
2	Tarzan - Disney / Star Kinokor Int.	5	1
3	Tomb Raider 4 - Eidos / Star Kinokor Int.	New	New
4	Formula 1 99 - Polytechnic / Star Kinokor Int.	3	1
5	Tomorrow Never Dies - EA / EA Africa	8	1
6	Spyro 2 - Star Kinokor Int.	New	New
7	Harbo Race and Ride - Star Kinokor Int.	New	New
8	Mission: Impossible - Star Kinokor Int.	New	New
9	Greg 2 - EA Africa	8	2
10	Need for Speed Road Challenge - EA Africa	10	1

International PC Charts		
Position	Name	Developer - Local Dist
1.	Age of Empires 2	Microsoft - Crea
2.	Unreal Tournament	Epic/GFI Int. - MMW
3.	Heroes of Might and Magic 3	New Worlds / SDD
4.	Alpha Centauri/Alien Crossfire	Travis/EA - EA Africa
5.	Monocraft: Torment	Black Isle / Interplay - MMW
6.	Jagged Alliance 2	Talonssoft - Camertronic
7.	Builder's Gate	Black Isle / Interplay - MMW
8.	Quake 3: Arena	id/Activision - MMW
9.	Nali-Uta/Opposing Force	Valve/Sierra - Crea/SDD
10.	Homeworld	Relic/Sierra - Crea/SDD

International PSX Charts		
Position	Name	Developer - Local Dist
1.	Grandia	Sony / Star Kinokor Int.
2.	Gran Turismo 2	Polyphony - Star Kinokor Int.
3.	Dance Dance Revolution	Konami - Star Kinokor Int.
4.	Ono Crisis	Capehorn - Star Kinokor Int.
5.	Final Fantasy Anthology	Square - Star Kinokor Int.
6.	Puritan's War	Square - Star Kinokor Int.
7.	Final Fantasy VIII	Square - Star Kinokor Int.
8.	Tomb Raider 4	Eidos - Star Kinokor Int.
9.	Sybian Filter	999 Studios - Star Kinokor Int.
10.	Metal Gear Solid	Konami - Star Kinokor Int.

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GAME WARS

I get quite distressed when I hear people arguing about what the best platform for gaming is. These arguments generally go something along the lines of two people getting to blows over the fact that the computer and the PlayStation appeal to different tastes. I tire of hearing people mouth off about the merits of their favourite gaming platform and discrediting the other, spurring long strings of statistics, facts and figures that they more than likely don't understand and then getting really uptight about the fact that the other guy doesn't agree with them. All this while a few thousand miles to the North people are starving and fighting wars. It leads me to wonder, by way of my usual twisted conclusions and fuzzy logic, if these people can actually call themselves gamers.

Let's get analytical. What, exactly, is a gamer? What is the quintessential quality, the rare and bright star in the soul, that allows a person to claim this title? Quite simply, to be a gamer, one must play, and enjoy games. It is a relatively simple concept, easy enough for even the most fudge-brained ox to understand. Let me explain it again, just so we can be quite sure on this point: gamers play games. Gamer would probably be defined in a dictionary as a person who plays games, if those idiots in Oxford woke up and realised that English is a dynamic language, and they should update their damn dictionary from time to time. Got it? Good.

So, then, where should the line be drawn? What is considered enough, in terms of games played, to earn this title of utmost respect? Let's say, for example, that John Doe plays on his PC for three hours a day, seven days a week. Is he a gamer? Most, I am sure, would say, hell yes, he is a gamer. But what about the fact that he never touches a PlayStation, because he thinks they are the spawn of Satan? Could he be considered a gamer, even though his gaming is restricted to one platform? I say no! He could be called a PC gamer, certainly, because he spends all of his gaming time at his computer. But to be a true gamer, you have to experience the entirety of gaming - you have to partake in gaming as a whole. It's a kind of Zen thing, really...

The argument can be taken even further. Okay, so let's say our good pal John Doe gets hold of a PlayStation, and starts spending some time on that every second day. Right. There we

RamJet tries to explain the futility of PC versus PSX arguments this month, but instead just gets himself rather confused and induces a raging headache, again!

Any comments or replies (or general slating) can be sent to: rampage@nag.co.za

go. So now he's a gamer, right? Wrong! He could be called an electronic entertainment gamer, sure, but hey, what about all the other types of games out there? Yes, unfortunately it is true: life

If we follow the above line of thought, we need to redefine the term 'gamer'. A true gamer would have to be a person who plays everything, has no time for anything else, no money after buying all those games and is in serious need of getting a little sunlight, before the neighbours sneak in one day and drive an ash stake through his heart. This, of course, is completely unreasonable. No person could ever be a true gamer if that's the case, so the argument really blows itself out of the water.

This is where I get to say my two cents worth, which, considering the current exchange rate, probably isn't worth spit. But I'm going to say it anyway. I believe that a gamer is a person who is willing to experience any game. They don't have to like every game, or play games twenty-four hours a day. But they should be open to experience new types of gaming, to at least give them a try, and to respect the tastes and likes of other gamers. Just because you don't like a certain type of game doesn't mean that someone who does is an ingrate who just crawled out from under a particularly nasty rock. It means that you have different tastes. And let's be honest people. What does it matter? If you like playing on your PlayStation and your best bud likes his PC, so what? It's not a reason to start feeding

that may spill over into other areas of your lives and last for the next twenty-two generations. They're only games, after all. Yes, we enjoy them, often almost 'live' for them, but there is a world outside of gaming, and getting all hot under the collar because of our hobbies is, well, kind of petty. Live and let live, folks.

It's not a matter of which is a better platform. The real mystery lies in why people feel the need to argue about it. I suppose it's one of the 'human nature' things that turn us into such nasty creatures.

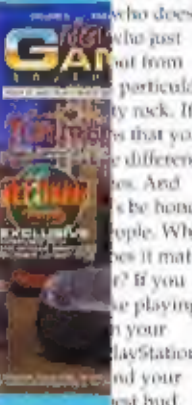
does not begin and end with computers and consoles, and there is a great big wide world out there, no matter how much you try to deny it.

What about Role Playing Games, Tabletop war games, or even card and board games? They are games, aren't they? Would one not have to play these as well, to be considered a gamer? By way of this particular argument, yes, you would. Wait a minute. I am getting a headache... Let's trim this down.



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BACKCHAT

Thank you to everyone who wrote in this month. Unfortunately we cannot reply to all of the letters we receive, but we do read them all. You can send your letters and e-mails to the address on the postcard. Please remember to include all your details when you write in or we can't send you your prize. Let's Chat! should you win. Don't ask us to change your prize or magically convert it into cash. As always, the Editors' decision is final and there's no appeal. Any arguing will be ignored!

Well done to Nicole 'Unspaced' who won our letter of the month - keep the questions coming. Until next month...

Backchat
PO Box 2749
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letters@nag.co.za

I think the simple game demo has done more for the gaming industry than any other single thing since the first demo appeared on cassette tape years ago. One of the better returns on investment a development team makes when they release a demo is the stream of suggestions, bug reports and general opinions from the gaming community. Sometimes this information is used to perfect a game before release and therefore save time and aggravation by being as perfect as possible before reaching the general public from a retail store shelf. A good example of this was the release of the Quake III Arena demo last and the upcoming Diablo II beta test (keep an eye out for this in a future issue). So long live the humble demo and may they provide you with many more 'free' and happy hours.
Ed

Honour Among Enemies

What pleasure can someone possibly get from winning a game when he has to cheat to do it? Isn't it a hollow victory? Does it really improve your self-esteem? I'm afraid I just don't get it. Take last night for instance. I'm playing a



THE ARTWORK OF MR. BRADLEY WELLS

Brood War ladder game on Battle.net. The guy I'm playing against has three yellow bars on his latency indicator, which is pretty impressive, as I usually have to be satisfied with five red bars, being from South Africa and all. The game progresses very nicely until about five minutes into the game and suddenly a 'waiting for player' message pops up for 30 seconds. Okay, I thought, I'm used to this. What I wasn't used to was that it happened consistently every 5 minutes or so for about 30 seconds. It doesn't even happen that often when you actually play through a bad connection, which this definitely wasn't. I don't mind losing when my opponent plays well or I play badly. I consider myself a good sportsman, none of those 'my mouse was dirty' excuses for me. I do not like playing, never mind losing to, someone who uses some dirty trick to get the upper hand. Like the idiot who said: 'No rush, okay!' and then promptly rushed me 3 minutes later or the other rat, who, after letting me do all the work in beating up the computer, took the allying off and rushed me with his, by then, sizable force. What's the point? We already had a win together! Is there no discipline or honor amongst gamers? If we want people to take us seriously, then we must take gaming seriously. Learn how to lose (and win) graciously. Be real men, never mind good sportsmen. (I am chauvinistically referring to the male gender, because I've never actually played against a woman, but I'm sure they're all real ladies and don't need to be reprimanded.) Do you think Gary Kasparov is going to risk his reputation just to win at

Leun van der Linde
E-mail

chess? Will Pete Sampras cheat just so that he can become the world number one in tennis? Of course not! So why should we demean our pastime by cheating?

Justin Orlepp
E-mail

This is why games such as Quake Arena and Unreal Tournament work well, other than camping there is no real way to cheat. The problem with Brood War is that you need to rely on the integrity of someone you've never met and is probably younger than you by a number of years. It's starting to look like there is simply not enough honour out there to go around. The thing we need the most is a little sportsmanship and learning to lose graciously because if we aren't cheating then we're making excuses. Perhaps it's got something to do with the decline of social skills due to excessive time spent behind a monitor?
Ed

The return of the Classifieds

Your magazine is great and I wouldn't trade it for anything. (Well, maybe for Lara Croft in a nice bikini...) [I'd trade my own mother for Lara Croft in a bikini (two words). Ed]

The reason I am writing is because of a new section you tried to start in your magazine about a year ago but unfortunately there wasn't enough interest in it at the time. Yes, I'm referring to your classifieds! I realise there wasn't much support for it in the past but now am sure gamers would love to sell some of their old games to purchase new ones and besides what happens to all those games you guys get for reviewing? Won't you sell those? You might be able to raise the whole NAG teams salary for a year. I have at least 8 games I want to get rid of. Could you guys maybe give the classifieds another chance otherwise I will have to resort to the shameful habit of begging or buying illegal copies.

Henry Chapman
E-mail

Yes, the magazine was fresh and new at that time and didn't have enough readers to support a thriving classifieds section. This isn't the first time I've received about this so if you're starting a classifieds section is a good idea then send an e-mail to the usual address and let me know your opinions, also include a list of possible things you'd like to flog to the other readers so I can bid for what I want first. Who knows, maybe someone might even have a long lost original copy of Speedball 2 for the Commodore Amiga.
Ed

Henry Chapman speaks... again

As a new PlayStation fan, I find my dismay, that I seem to have been affected with the now officially recognised PlayStation Thumb.

This depressing condition causes cramps and painful muscle spasms in the thumb, which usually occur at vital stages of a game. Motor racing games are the main culprits, which tend to trigger these symptoms. According to doctors, PlayStation Thumb is a form of repetitive strain injury (RSI) and is common among people who work with computers or repetitively use their hands. Does anyone else suffer from this, and if so, what is the solution? If a cure is not found soon, I foresee my gaming career being cut short before it has even started! Please Ed, I see you as the master of the gaming world and thus I accept that you have the answer to my question...

Henry Chapman
E-mail

Carpal Tunnel Syndrome and Repetitive Strain/Stress Injury is another little medical problem you'll face if you own a PC or PlayStation. Although the first condition is more closely related to extended use of a mouse and keyboard, there is also the

Patch me up

When I decide to buy a certain game I always do the sensible thing and try to find a review of it on the Internet or in your magazine. If the game scores 80% or above I normally buy it, if it scores less than that, I don't. I recently read a review of Ultima IX on the net. The reviewer said that the game had all the makings of a classic. It had a great story and great graphics, but due to a lot of bugs and slowdowns it didn't score that high. It seems to me that if these bugs didn't exist, the game would have scored much higher. If I didn't know anything about the Ultima series and how great these games are I never would have considered buying Ultima IX. Now for my question - if a game achieves a score of 70% because it has a lot of bugs and slowdowns, is it possible for the same game to score 80% or maybe even 90% if it was reviewed after installing a patch that fixes these problems? If this is the case then a lot of games that scored 70% could actually have scored 80% or higher if it were reviewed after installing a patch. I don't know if it's possible, but can't you update your reviews (you could only give the new score) if a patch comes out that dramatically improves the game's performance, so that we can know that it's okay to buy the game if you intend to update it with a patch.

Neale
E-mail

Like a marriage, patching things up seems to be the wrong use of words. In patching something generally refers to a temporary fix and when a game is patched it's 'fixed' until the next patch... What all this might mean, I don't know, what I do know (and you'll find two examples of this phenomenon in this issue) is that more often than not patches don't make that much of a difference to a game. An exception to this, for example, would be the patch for Star Wars: The Force Unleashed. This then equates to lengthy downloads and so on. This aside, in answer to your question - no, adjusting scores based on patches isn't what it's all about. If developers can't get it right the first time then why should they be accommodated at a later stage? Not everyone has access to the Internet and then if they do they don't always have the resources to continuously download patches for faulty products. To further highlight this check out the Slave Zero review, it was reviewed without a multiplayer element, and before the magazine went to print a patch was released, adding a multiplayer option to the main menu and for all intents and purposes this was all it did, add an option. The patch game now offers 12 multiplayer maps and you can go head to head with four friends in a multiplayer scenario. Now this should have made some impact on the continuity score, but it doesn't because the multiplayer option is a weak tacky affair that adds a bit of a rushed job. To further fuel the fire the newly patched game will not recognise your old saved games!

This brings me to a gripe I've been meaning to air for some time. Patches, something you either have to love or hate. Love because they update and improve your game (if only marginally) and hate because they often destroy any progress made in a game because version 1.1 isn't compatible with a save game from version 1.0. Now in light of my lengthy ranting let me know how you feel about patches and their place in a world of rushed deadlines and sloppy programming.
Ed

This depressing condition causes cramps and painful muscle spasms in the thumb, which usually occur at vital stages of a game. Motor racing games are the main culprits, which tend to trigger these symptoms. According to doctors, PlayStation Thumb is a form of repetitive strain injury (RSI) and is common among people who work with computers or repetitively use their hands. Does anyone else suffer from this, and if so, what is the solution? If a cure is not found soon, I foresee my gaming career being cut short before it has even started! Please Ed, I see you as the master of the gaming world and thus I accept that you have the answer to my question...

Henry Chapman
E-mail

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Danger of eyeing, loss of sleep and even in some rare cases obsessive and compulsive disorders where people spend too much time with their computers and not enough time anywhere else. You're all at risk unless you observe the warning labels that come with the game. The PlayStation Thumb could lead to serious problems, eventually... they can't really say what the long term effects might be since the PlayStation has only been around for 5 odd years... so either take a break between playing sessions or run the risk of developing a possible fatal impotency of the thumb in two years time.
Ed

Tomb Raider rejects player

Last Friday I bought a copy of Tomb Raider: The Last Revelation as I've already played the other three games. My problem is that at the end of level 4 or 5 just into the movie segment it shuts down completely. I have a... [Long system specification list, Ed] so I knew it couldn't be my machine. I took the game back to Incredible

Connections and swapped it for another one, this one worked but with no diary set-up or scrapbook as you people claimed in Issue 8. November. Now at the end of level 12, again at the video segment the game just shuts off. I'm disgusted and upset at Eidos for having supplied reject copies of the game to South Africa. I'm asking for some advice on what to do to obtain a working copy of the game in South Africa and one that includes the missing features mentioned above.

Ivano
E-mail

Okay, calm down there. Firstly I've not heard any similar complaints about the game shutting down during video sequences, so I'm guessing it has something to do with your machine. Secondly there is no such thing as reject copies circulating in South Africa, the game you have at home is the same one on sale around most of the world. Think of the problem of Tomb Raider: The Last Revelation was exactly that, a precious Arsenal library percent of what developers promise during game development never makes it into the final version. The information used in the previous came straight from Eidos as they go off, not us. The best possible solution for you is to make sure you're updated all your drivers and DirectX and then try again, if that doesn't work then try the game on a friend's machine.
Ed

BACKCHAT

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Ed

Deadlines

Lately a lot of people I know have complained about the release dates of games. Apparently they're sick of this 'when it's done' rubbish! Well I don't mind waiting for a game but I can understand them feeling this way and I too sometimes succumb to the urge of wanting to play some great game, right now and not when it's done! Why I say this is if you look around the world in which we live you'll see that everything revolves around deadlines. Take NAG for example - imagine for a minute that you people had no deadlines, would we be lucky to see 3 issues in a year? [It would be more like 1, trust me, Ed] So why don't developers follow deadlines? Delaying a game can have a bad effect, like Tiberian Sun, it should've come out at least a year ago or earlier, the same applies for Darkstar. In addition, every time a developer comes out with something cool it's back to the drawing board. It's a vicious circle. On the other hand if you want something you've got to be prepared to wait for it. Look at the companies who have adapted the 'when it's done' method - id, 3D Realms, Epic and Blizzard to mention just a few. You have to agree that their track record isn't too shabby. Also when the

game does arrive people don't seem to mind that it was late in getting there. So with this taken into consideration I'd be prepared to wait the extra few months for a Quake 3, Duke Forever and so on. So all you gamers out there who think life isn't worth living just because Diablo 2 or some other game didn't make it over the festive season, get over it and go out and buy the good games that did come during Christmas.

Justin Reabow
Durban

You've said it so well, I'm at a loss for words. I agree that there should be no rushing a game like Diablo 2, but then I can't help thinking that a two-year delay on some games is a little excessive.
Ed

Power to the readers

I have a few suggestions to make. Many have asked already, but still we don't know who the NAG family is. How about that long promised and ultimately elusive photo for the readers, only if to check-up on Shryke's comic representation of the scruffy bunch? One thing I have noticed about NAG is that it focuses 'mainly' on making itself as good as it can be and keeping its readers as satisfied as possible. Now I'm not complaining here, the constant growth and refinement of the magazine is very rewarding for the readers I'm sure, but how about encouraging some interactivity from the readers as well. Demand some homemade game levels or bitmaps/3D rendered pictures to showcase on the demo CD as a reward. Why not add some reader opinions on certain hardware reviews. I am very sure there are creative readers out there that can add to NAG and others that have their own opinions about certain hardware and make it much more complete.

Quinton Jacobs
E-mail

You've got some nice ideas there, so here is the demand, send in those homemade levels, renders and other bits and pieces and if we get enough we'll force Leonard to make a little space on his CD. As for the photos on the team, I really don't think so... it's much safer to present the NAG crew in cartoon format, but if you beg enough we might make a little closer to saying, 'cheese'. Please, got us out of that one, say thanks to your Editor everyone!
Ed

Please send any questions and opinion related mail to: letters@nag.co.za

Designing Your Team

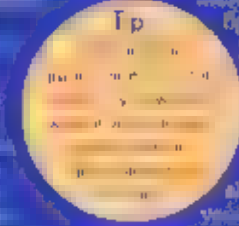
by Travis Bullard
In Part 1 of Developers Blueprint Travis talks about gathering friends and planning games



Not on a larger scale

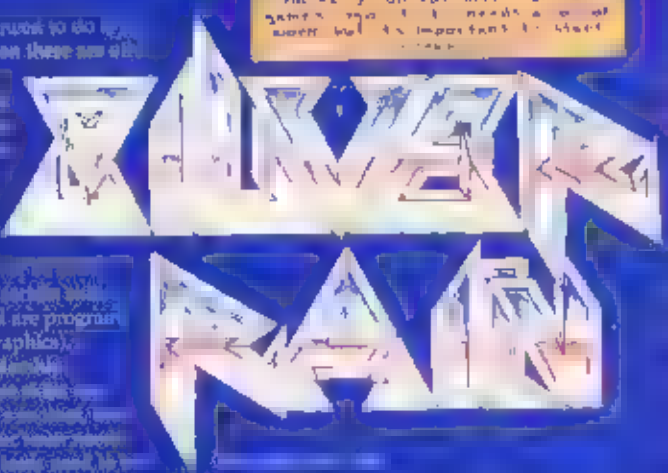


Current sketch of a character that will be flying over



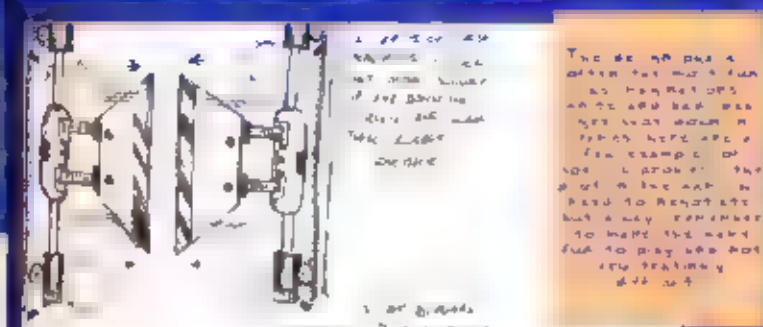
Tip

people don't like your idea then it's probably somewhere that is large

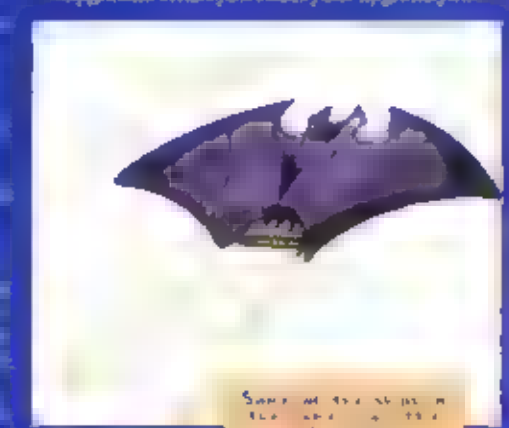
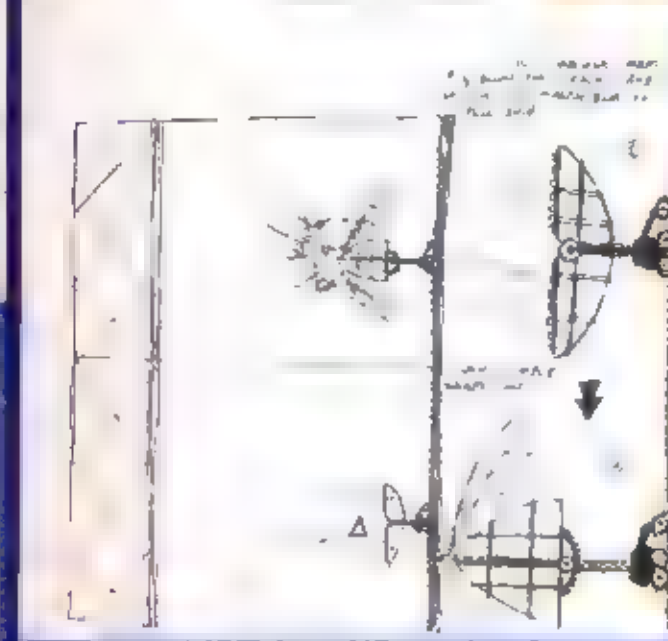


An early on set shot of the game, and it's a good idea to have a good idea of what you want to do

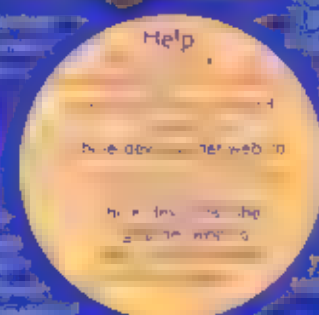
Developer's Blueprint



The diagram shows a sequence of mechanical components and gears, with handwritten notes.



Some of the sketches that were used in the development of the game



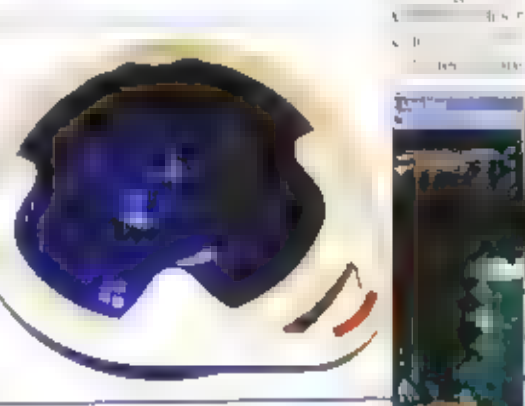
Help



The question of when you should introduce your child to the wonderful world of computers has now been conclusively answered and would you believe that a mere nine months old is the perfect time, provided you have the right tools that is, 3D interactive software. In answer to this question, JumpStart Baby has come up with an innovative device called the Baby Ball that allows very young children to interact with the computer. Included with baby's new toy is some unique software that brings everything together into one package.

When you look at the Baby Ball, you will see a small, round, black ball with a white dot in the center. This is the Baby Ball, and it is the most basic level of JumpStart. It is a simple, yet effective, way for children to learn about the computer. The Baby Ball is designed to be used by children as young as nine months old. It is a simple, yet effective, way for children to learn about the computer. The Baby Ball is designed to be used by children as young as nine months old. It is a simple, yet effective, way for children to learn about the computer.

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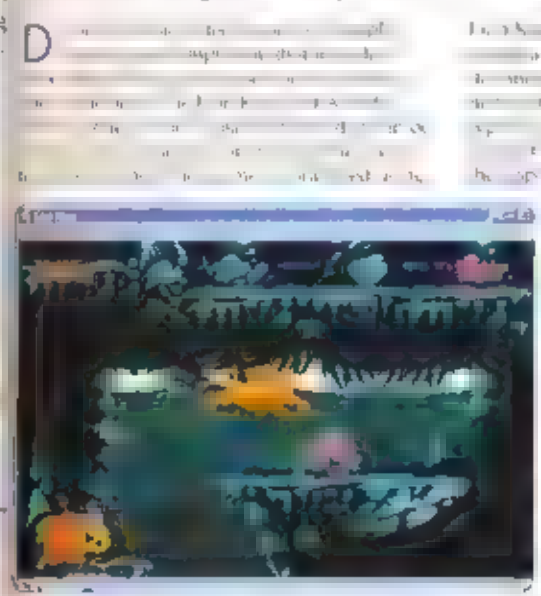
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Category: Education Ages: 9-24 Months Internet: <http://www.knowledgonadventure.com> System Requirements: 486 DX2 66 MHz Windows 95/98 16 MB RAM or more 15 MB HDD 1 MB Video Card Developer: Knowledge Adventure Publisher: Hava Interactive Distributor: Crew (01 203-9100 RRP: \$29.95)

Disney movies are always packed to the brim with action, adventure and daring escapes, so naturally they make excellent candidates for video games, or so you'd think...

Disney's Classic Video Games



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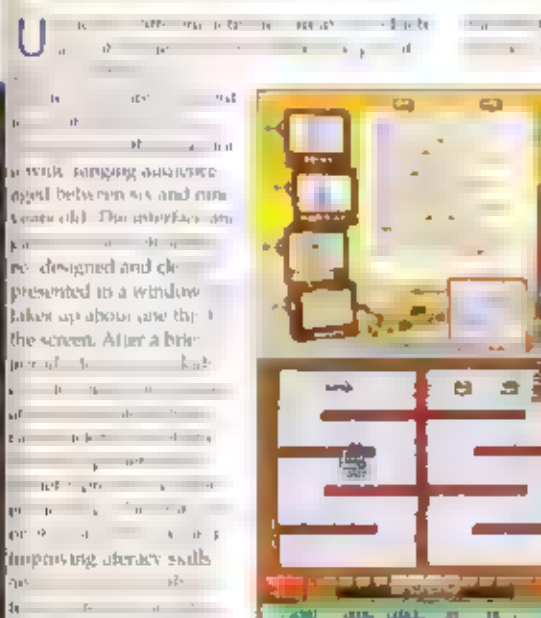
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Category: Games | Ages: All Ages | Internet: <http://www.disneyinteractive.com> System Requirements: 486 DX2 66 MHz Windows 95/98 8 MB RAM 20 MB HDD 256 Colour Video Card Developer: Virgin Interactive Entertainment Publisher: Infogrames | Distributor: Crew (01 203 9 000 RRP: \$29.95)

The attention span of the average child is somewhere around 4-5 seconds, so if you're trying to teach them anything, then fun and games is the best way to do it. The Fun School series appeals to the funny bone and keeps kids riveted to the spot with some of the wackiest characters ever.

Fun School 7 Ages 6-9



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Category: Educational | Ages: 6-9 | Internet: <http://www.europress.co.uk> System Requirements: Pentium 166 MHz Windows 95/98 16 MB RAM 20 MB HDD 4 MB Video Card Developer: Europress Publisher: Europress | Distributor: TCM Warehouse 01323 1067 RRP: \$29.95



NAG Exclusive Interview

We asserted ourselves and demanded some answers, eventually after four days of begging and pleading the legendary Bitmap Brothers gave us the cat and the beans on their latest title, Speedball 2100. This exclusive NAG interview is brought to you courtesy of Empire Interactive. In 1988 the Bitmap Brothers released a futuristic sports game that would go on to garner a huge fan base and enthral gamers the world over, the game was Speedball. Then in 1990 they released a sequel to the first that went on to conquer the mightiest of legends of the time, games such as Elite and Ultima V were knocked from their posts as Speedball 2 entered the playing field and stamped all over the competition. It's been a long time coming and if you've never heard the name Speedball, prepare for an education of a lifetime as one of the best games of the nineties arrives on the PlayStation. Welcome to Speedball 2100 and if you don't already own a PlayStation, well shame then. We committed a grave error in forwarding these questions to the Bitmap Brothers. In the time they took to answer them, the game's deadline slipped a couple of hours. Sorry, but we just had to

For years people have been asking me to do Speedball 2 for the PlayStation and I was something I was conscious of at the time. I think it was a case of wanting to make a really good job of it and needing the right team. At the time we were coming out of making PC games. So in late December 98, after having a bit of an exchanging ideas with Chris Adams and Chris White who had previous PlayStation experience I decided they were the right people to do the job. Now we've extended the team adding Nick Brown and Dean so now we have 5 people working on the project.

I think we are approaching a very exciting time in the computer games industry. Gaming is part of today's culture and will continue to grow in the future with the release of the next generation of consoles.



Genre: Futuristic Sports (PSX)
Developer: The Bitmap Brothers
Publisher: Empire Interactive
Supplier: MMW / SDD
Tel: (011) 652-8222
Expected Release Date: April 2000
Internet: <http://www.empire.co.uk>

The Bitmap Brothers would not supply PlayStation 2 versions of the game. This is because the PlayStation 2 version of the game is still in development and the Bitmap Brothers are not sure if they will be able to complete it in time for the PlayStation 2 launch.

I think we are approaching a very exciting time in the computer games industry. Gaming is part of today's culture and will continue to grow in the future with the release of the next generation of consoles.

Speedball

Speedball 2100

talk about Speedball 2. It was the same without the...
Who...
John...

Well, with the new...
I think one of the most important aspects of...
I think they will... as it's been a long time coming...

Make sure if...
The...
I think they will... as it's been a long time coming...

As far as the...
I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

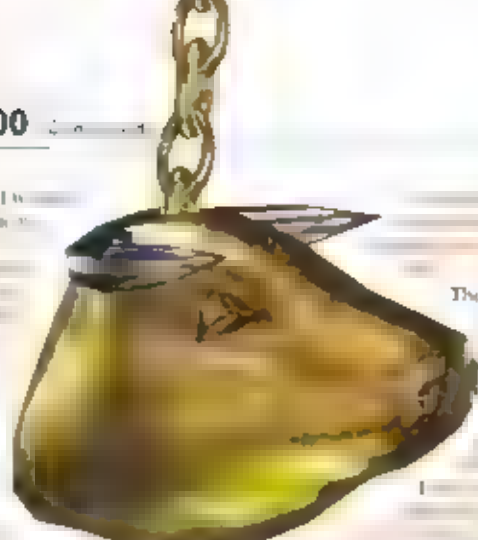
I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...



There are no plans to...
I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

previews and a more professional attitude...
I think they will... as it's been a long time coming...

I don't think there's one feature I can single out...
I think they will... as it's been a long time coming...

Developing Speedball 2100 for PlayStation and...
I think they will... as it's been a long time coming...



I think they will... as it's been a long time coming...

We set the scene... Speedball is the most popular sport played in the future...
I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

I think they will... as it's been a long time coming...

Well that's a hard one because...
I think they will... as it's been a long time coming...

If you've never heard of Speedball or The Bitmap Brothers, find out what you've been missing...
I think they will... as it's been a long time coming...

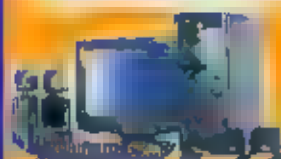
Son of the Return of the Revenge of...

I seem to see a bunch of sequels out there these days. And no, I'm not talking about movies. Just think about it. Gran Turismo 2. Quake 3 - three, for pity sake, it's a sequel sequel - Gabriel Knight 3, Ultima Ascension (that's number 9, folks... it's worse than Rocky). No matter where you go, sequels seem to be the answer to keeping the coinage rolling in. Why come up with a great new idea when you can playback something off of a great old one? Seriously, there are a lot of new sequel games out there lately. The difference, of course, between game sequels and movie sequels is the fact that game sequels tend to be better than the originals, unlike movies, where follow-on movies tend to suck. Of course, we have the steady march of technology to thank for this phenomenon, rather than having to blame scriptwriters who have fallen into something of a trap. This is just one of the myriad of joys that comes from playing computer and console games. So often it happens that sequels even surpass their predecessors, and for this fact, we, the developers who are producing new products for long standing titles, we say well done, and keep them coming!

We would like to welcome the newest members of our page layout crew to the NAG Family. Following shortly on the heels of the new review format, we would like to present our two new award symbols. The Merit symbol will appear on all games with a total score of 85% - 89%, while the Excellence Award will be displayed with games that achieve in excess of 90% as their final score. On a similar note, just a quick reminder about our two new scoring criteria, the first is originality, which directly relates to how much imagination and new thought has gone into the title in question. There are many great games out there that are simply just a new slant on an old idea, and this score will be the great leveler. The second new score category is judgement, and it relates to the reviewer's own personal opinion of the title, for those games that may not be the best, but are still great fun.

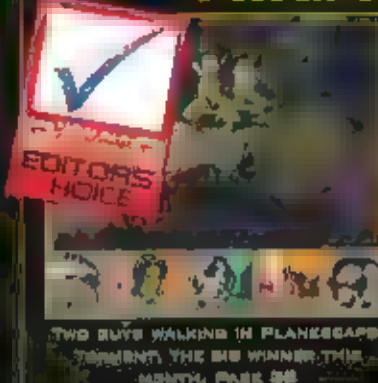


CREATIVE ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PC PREMIUM SYSTEMS



Intel Pentium III 500 MHz Processor
Intel 440BX AGP Chipset Motherboard
128 MB SDRAM Memory (PC-100)
13 GB Ultra DMA Harddisk
1.44 MB Floppy Drive
Microsoft Windows 98 Pre-installed
Sound Blaster Live!
PC DVD 6X MPEG2 Kit with Dax2 Technology
3D Blaster Bvta TNT 2 Ultra 32 MB
Cambridge SoundWorks FPS 2000 Speakers
Modem & Aster Flash56 PCI Modem
BlasterPC Black Case with INFRARED Remote & FM Tuner
17" High Res. w/ on Monitor
104 Key Keyboard
PS/2 Mouse

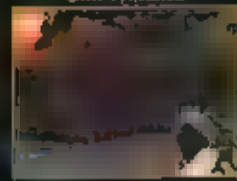
Awards Ceremony



CAR RACING



TWO MEN FIGHTING



BIRD GUN SHOOTING



SMALL 747 FLYING



WHITE CAR DRIVING



BRODER BIRDS PLAYED

Rally Championship Page 34

The dust, the grill, the rearing engines

Unreal Tournament Page 38

Do you have what it takes to be champion?

Urban Chaos Page 44

Gang bawling at the turn of the millennium

James USAF Page 50

Take to the skies! Kill or be killed!

Gran Turismo 2 Page 56

Experience the thrill of the road

Ultima Ascension Page 60

Reclaim the world, one dragon at a time

Evaluation System

90-100

The game is a masterpiece. It is a true work of art. It is a masterpiece. It is a true work of art. It is a masterpiece. It is a true work of art.

80-89

A very good game. It is a true work of art. It is a masterpiece. It is a true work of art. It is a masterpiece. It is a true work of art.

70-79

A good game. It is a true work of art. It is a masterpiece. It is a true work of art. It is a masterpiece. It is a true work of art.

60-69

A fair game. It is a true work of art. It is a masterpiece. It is a true work of art. It is a masterpiece. It is a true work of art.

50-59

A mediocre game. It is a true work of art. It is a masterpiece. It is a true work of art. It is a masterpiece. It is a true work of art.

40-49

A poor game. It is a true work of art. It is a masterpiece. It is a true work of art. It is a masterpiece. It is a true work of art.

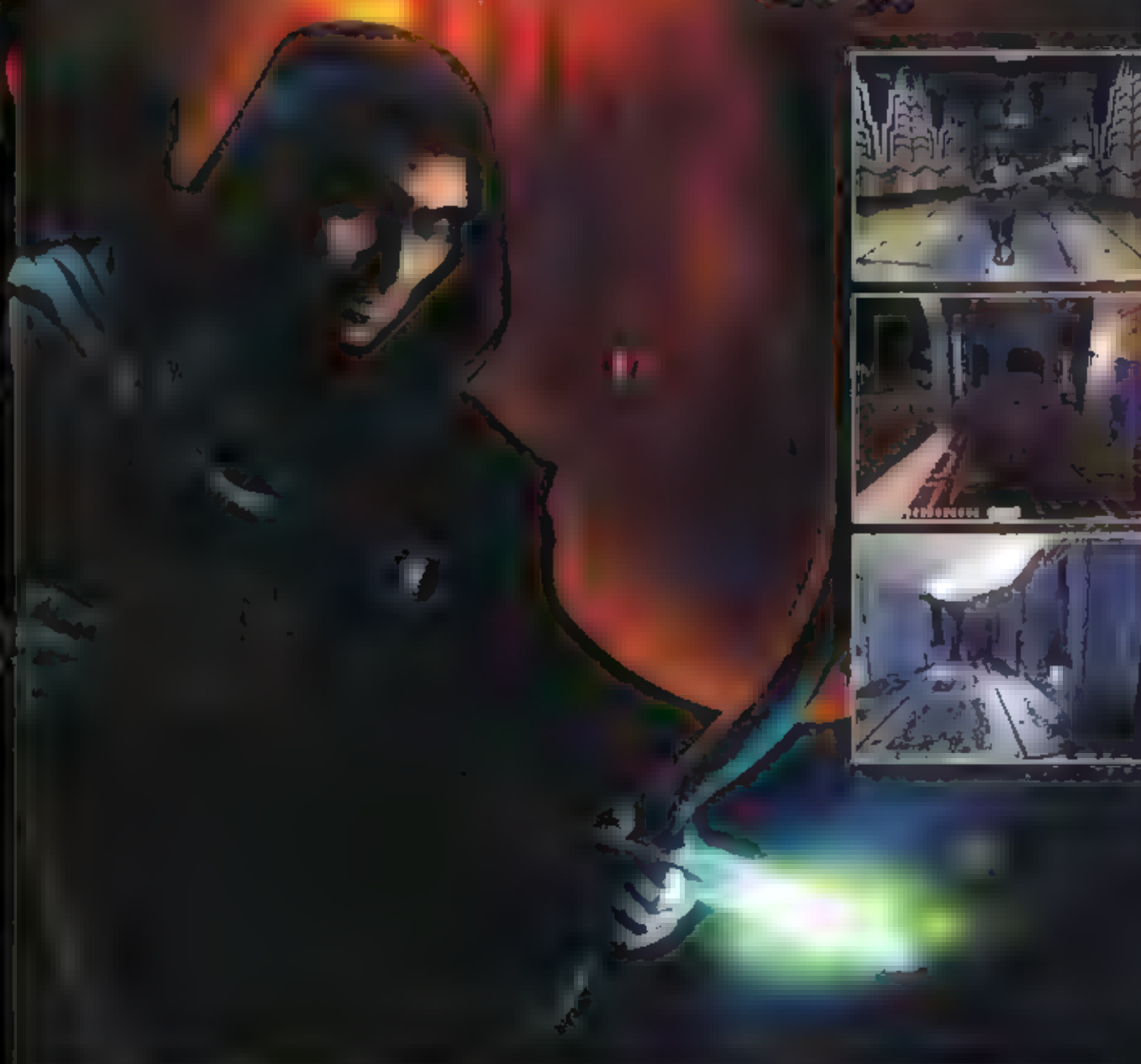
0-39

A terrible game. It is a true work of art. It is a masterpiece. It is a true work of art. It is a masterpiece. It is a true work of art.

"Should steal its predecessor's title of Best PC Sneaker" - PC Gamer

THIEF

THE METAL AGE



On the streets and rooftops of a darkened city, where magic and technology mingle and the fangs of a corrupt sheriff lurk just beyond every shadow, it takes someone with a soft touch and even softer step to stay ahead of the law, and steal enough to survive. For an honest thief like Garrett, the choices are clear - profit...or perish.

CREW

PC CD

EIDOS
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Welcome to Sigil, Cutter. Now ye're thinkin', what's this Sigil place. Well, if you want the dark about this place, ye'll be wiser to listen to bloodes who know what they're sayin', and not be goin' to any bub rattin' his brain-box. But there are a few things that ye'll be well to know right off, Cutter. Sigil is a city of doors, and ye'll do well to heed these words carefully. These doors are everywhere. Every door, every window, every gap and nook and cranny can take ye to other places, terrible places that ye may never have imagined, even in yer darkest dreams. Some of these doors go to the seven heavens, other can take you to any level of the 999 hells, or anywhere in between. But ye only have to concern yerself with the Planes if ye are unfortunate enough to get goin' there. What ye should worry over now, Cutter, is this place, this centre of the multiverse. It is an exciting place, be sure, and a cutter who keeps his wits about him will even end up making himself some jink, if he works hard enough. Ye're wantin' the dark of it, as I am sure a blood like yerself would, ye would be best to pay some careful attention. This is a very, very dangerous place...

Most people you speak to - those that play computer games, of course - have played Baldur's Gate. And of those, there are very few that can claim they didn't enjoy this epic. Now, Baldur's Gate creators Black Isle have developed, and Interplay released, Planescape: Torment, a new adventure game.

Gate's Infinity engine. It is a return to the similar isometric role-playing format used in Fallout and Baldur's Gate, and will promise to have fans raving.

Translating the Classics

As most people know, Baldur's Gate was based on TSR's fantasy role-playing game, Advanced Dungeons and Dragons, and made use of the Forgotten Realms setting. Planescape: Torment is also based on AD&D, but instead of making use of the more traditional (or rather, accepted) fantasy concepts brought forth in the Forgotten Realms world, Planescape: Torment visits the realms of Planescape. This setting was created by the writers at TSR as an alternative to the more accepted fantasy feel of FG and Greyhawk, enabling players to enter a world that is more surreal, more gritty and more mature than their other fantasy settings. It has proved very popular with people playing the AD&D RPG. The question is, however, how well does it translate to a PC game?

The answer, quite simply, is beautifully. The feel that Sigil generates in the RPG is wonderfully translated into the more visual format of a computer game. The developers managed to capture the grip and grime of the setting masterfully, just as they did the sparkling fantasy feel of Baldur's Gate. It seems that the chaps at Black

PLANE SCAPE TORMENT



ched up on the whole AD&D thing, because they just keep doing it in well. What they have achieved with



Sigil itself. One might wonder at this decision on the part of the developers, considering the large potential for variation that Sigil represents. But, Sigil is an exciting and entertaining place, with its own distinctive culture and customs, people and language. It is large enough to hold several hundred stories

involvement on plane hopping, and the developers' decision to set the largest part of Planescape: Torment's tale within this city is sound. Sigil has a vast array of entertaining and interesting tidbits, facts and mysteries to offer the player, even within the scope of this single tale. Its vast area is divided into several areas, each ruled by a single Faction - a group of individuals with like-minded

I'll be wise to heed these things that you say, you to any place enough, enough. This is a Shryke

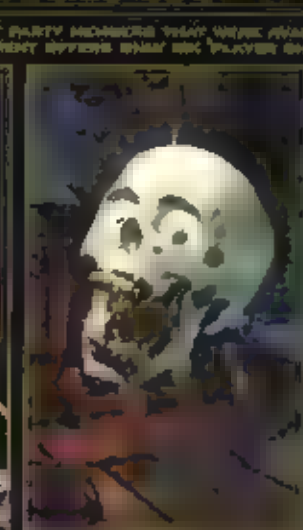
der at this the develop- dering the: potential for: on that Sigil: ents. But, Sigil: iting and: ing place, is: enough. is: a Shryke

The Nameless One

A strange and mysterious immortal... A being that with a few words... This is a member of an almost alien... It is a member of an almost alien... It is a member of an almost alien...



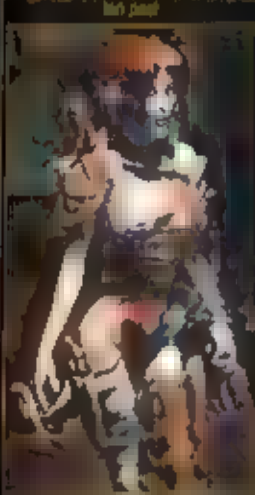
The Nameless One



Mara



Dustman



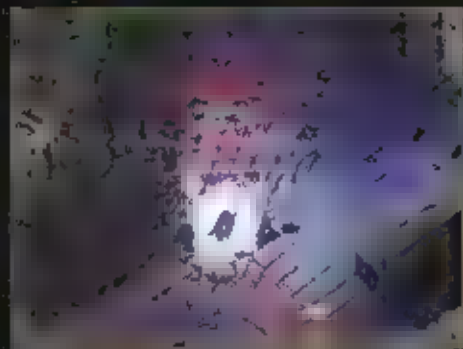
Anach



Fell From Grace



Igran



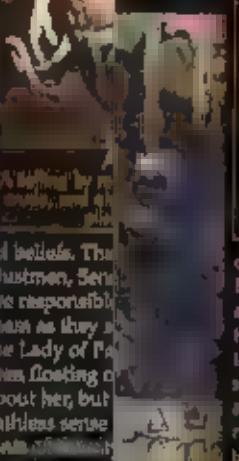
IMPRESSIVE SPELL CASTING EFFECTS



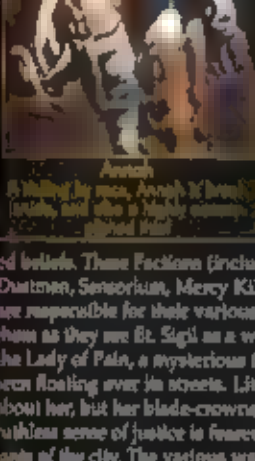
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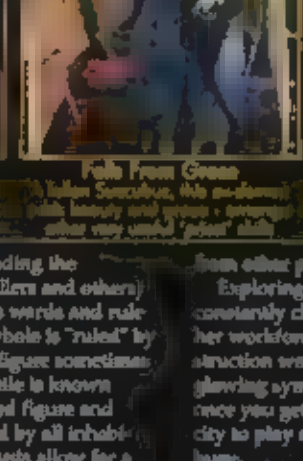
THE TRUTH ABOUT SIGIL: THE VARIOUS PARTS OF THE CITY...



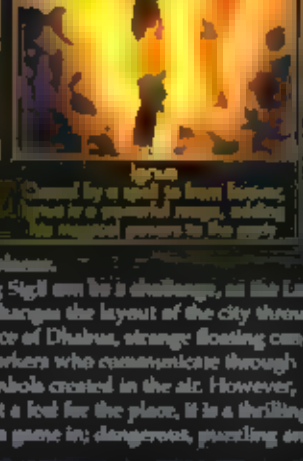
AUTHOR'S NOTE



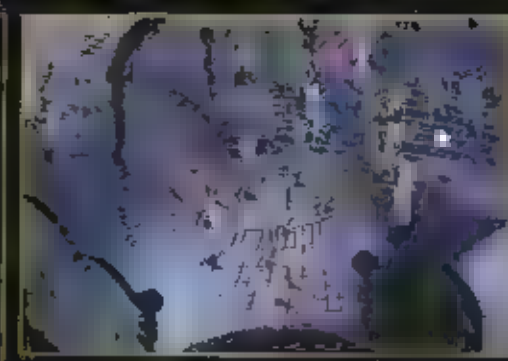
WHAT TANGLED WEB...



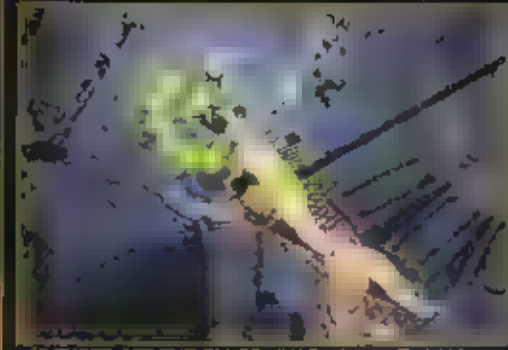
THE STORY BEHIND PLANESCAPE: TORMENT



THE NAMELESS ONE



Unh... Aven calling?



THE NAMELESS ONE

to make your way around vast areas of Sigil, from the lower class areas of the Lower Ward to the swanky rich areas of the city. Some journeys to other planes are even included in this journey of discovery, as the Nameless One completes numerous small tasks and missions while still maintaining interest in the main plot. Accompanying the Nameless One are five other adventures that join forces with him at various times within the game. They all do so for their own reasons, and the trustworthiness of these travelling companions is never quite confirmed. As a whole, the story of the Nameless One is surprising, exciting and entertaining - guaranteed to keep players happy for a very long time.

Another Baldur's Gate?

The best comparison for Planescape: Torment is Baldur's Gate, as they have similar roots and origins. There are many similarities between the two games, but also many differences. The chaps from Black Isle have refined things a little more in Planescape: Torment. Menus, spells, weapons, and special abilities are now menu driven, through a pop-up, accessible by right clicking on the screen. This takes a little getting into, especially when you are used to the convenient, ever-present items of Baldur's Gate. However, the result of this new method is an uncluttered and neater screen.

Graphically, there is an improvement over Baldur's Gate here. The characters are larger on screen, and the backgrounds are more complex and detailed than before. There are fewer choices of characters in Planescape: Torment than in Baldur's Gate. Players are restricted to using the Nameless One only as a character - although you can vary his statistics as you see fit. Also, you do not choose his class or alignment during character generation; these aspects of the character are taken care of during the game, according to the decisions the player makes, and the actions taken.

The story, too, is more linear than the one presented in Baldur's Gate. The player is afforded less choices and opportunities to explore than before, but this aspect serves the story well. There are still a myriad of sub-plots and mini-



LEARN AT THE POETRY LIGHTS

heavily enhanced. The game is mostly mouse driven, although there are a few useful keyboard shortcuts that will benefit the player in the long run. One strange element within the game is the fact that the Nameless One cannot die. This makes for quite a change from the "save every ten minutes" tactic that did well with Baldur's Gate. Although other party members can be put in the "dead book" during the game, the Nameless One always wakes up after dying. He keeps all his equipment, and party members who are still alive are nearby whenever this happens. Not only does this rather unusual element affect game play, but it is also important to the story. Often, dying can be an epiphany for the Nameless One, leading to many revelations about his past, his identity, and exactly why it is that he cannot be killed. A final very noticeable difference is the fact that Planescape: Torment is far less forgiving than Baldur's Gate. It is a more difficult game to get through - not a bad thing, really, seeing as how BG seemed ridiculously easy at times. One aspect of Baldur's Gate that does not make an appearance in Planescape: Torment is the multiplayer aspect of the earlier game. However, the nature of Planescape: Torment's story does not really make for great multiplayer gaming, and is therefore not too sorely missed.



What's it like really? Planescape: Torment is similar enough to Baldur's Gate to be recognizable and attractive to BG fans, but different enough to be a new game with new surprises and challenges. All in all it is a wonderful game. Planning to the eye and ear, simple to control, challenging and entertaining, this game is a very worthwhile endeavor to undertake, especially for those who enjoy computer based role playing or adventure games. If you liked Baldur's Gate, you will certainly enjoy this game. It is long and enthralling, and guaranteed to supply many hours of great enjoyment to all who play it. It can get a little frustrating at times, but the excellently constructed story and exciting action will guard against boredom. If you liked Baldur's Gate, you will love Planescape: Torment. If you never played Baldur's Gate, buy them both.

There are a huge number of creatures and people to be met in this game. Here are a few examples of those to be met in the earlier levels of the game (we have to leave some surprises for you):



ALL GAMES REVIEWED ON
CREATIVE LABS BLASTER PREMIUM SYSTEM



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Role Playing

An engrossing and simply huge computer role-playing saga in the spirit of Baldur's Gate, Planescape: Torment is an exciting tale that will provide many hours of fun for all gamers with a myriad of adventures and quests to be completed. This is a definite must on the shopping list.

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Interplay
Baldur's Gate
Folklore
Shrek
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Takes Too Long
No Multiplayer
Limited Character
Choices
<http://www.blackhole.com>
\$ 299.99

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■ exec scan procedure.....
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.....clearance granted.



SOLDIER OF FORTUNE

3-D accelerated Quake 1.7 engine, upgraded with OpenGL rendering system for unprecedented detail and faster gameplay.

Story-driven plotline with ultra realistic weapons, enemies & environments



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Put in the
way of life

Activision
ACTIVISION

As a racing fan, you'll find Rally Championship's high level of realism and attention to detail a welcome sight. The game's graphics are top-notch, and the sound effects are equally impressive. The game's controls are intuitive, and the AI is challenging. Rally Championship is a must-have for any racing fan.



The thrill of the chase, the test of the stage, the heart of the power and the relief of the finish sum up the intense feelings associated with top class Rallying. Trying to recreate all these emotions and more into a PC game is almost impossible because it demands a tight balance between playability and realism. To be able to come close to achieving these goals is a feat on its own and that's exactly what Rally Championship has accomplished believably.

Storm



From the developer

At the end of the year, we are proud to announce that Rally Championship has won the NAG Award of Excellence.

This award is a testament to the hard work and dedication of the development team. We are grateful for the support of our fans and the recognition from the NAG.

Thank you to all our fans.

Rally Championship is a game that has been in the making for a long time. We are proud to present it to you in its final form.

We hope you enjoy it as much as we enjoyed making it. Thank you for your support.

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Rally is the racing title of the 1990s with its incredible close and wide range of tracks. Rallying is not easy and Rally Championship shows this in many ways. The game's physics and graphics are superb, and the sound effects are excellent. Rally Championship is a must-have for any racing fan.



How did Magnetic Fields recreate the 3D stages available in RC?

The 3D stages in Rally Championship are a testament to the power of the PC. The game's graphics are top-notch, and the sound effects are equally impressive. The game's controls are intuitive, and the AI is challenging. Rally Championship is a must-have for any racing fan.



Rally Championship is a game that has been in the making for a long time. We are proud to present it to you in its final form. We hope you enjoy it as much as we enjoyed making it. Thank you for your support.

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ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM



Rally Racing		Hardware		Software	
Rally is the racing title of the 1990s with its incredible close and wide range of tracks. Rallying is not easy and Rally Championship shows this in many ways. The game's physics and graphics are superb, and the sound effects are excellent. Rally Championship is a must-have for any racing fan.		Creative Labs Blaster Premium System		EA Sports Rally Championship	
http://www.rallychampionship.co.uk		£ 299.99			
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Unreal Tournament (Continued)



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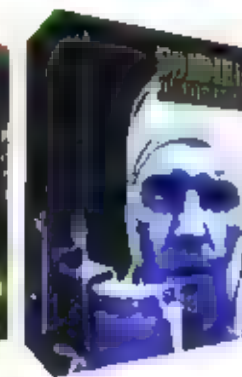
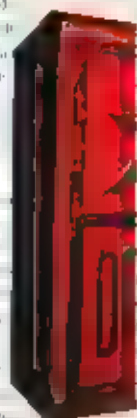
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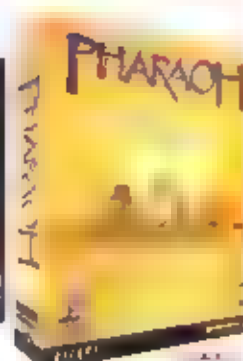
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8 MB 3D Accelerator
100 MHz HD Space
Windows 95/98
DirectX 7.0b

Processor: 366 MHz
64 MB RAM
4 X CD-ROM

16 MB 3D Accelerator
600 MB HD Space
Windows 95/98
DirectX 7.0b

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NEW AGE GAMING

92

The image shows the DVD box set for 'The Lord of the Rings: The Two Towers'. The cover art features a close-up of a character's face, likely Aragorn, with a sword visible in the background. The title 'THE LORD OF THE RINGS' is at the top, and 'THE TWO TOWERS' is prominently displayed in the center. Below the title, it says 'THE LORD OF THE RINGS' again. The bottom of the box set has the text 'THE TWO TOWERS' and 'THE LORD OF THE RINGS'.

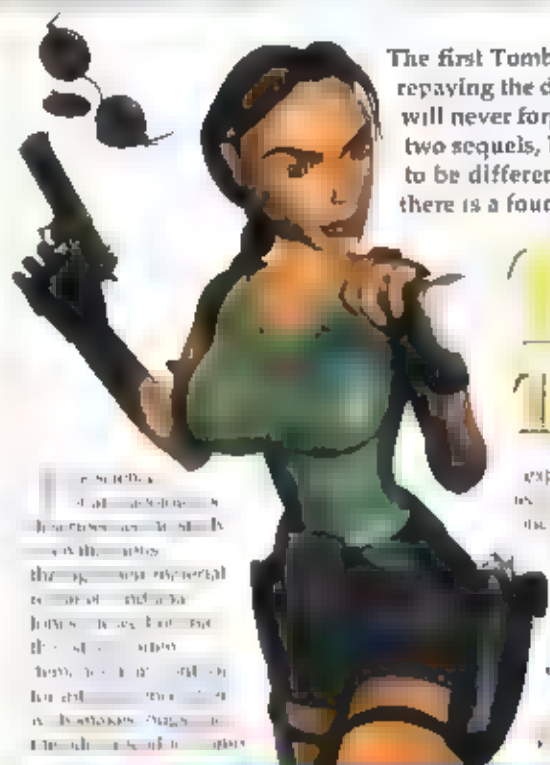
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The first Tomb Raider experience defied all the rules, borrowing valuable gaming time and repaying the debt with more than anyone could have imagined, as it led us on a journey we will never forget. A large chunk of gaming nostalgia - it was a game like no other. Then came two sequels, both desperately trying to re-establish the connect on both failing by trying to be different when all people really wanted was more of the same, but only better. Now there is a fourth, Tomb Raider: The Last Revelation.

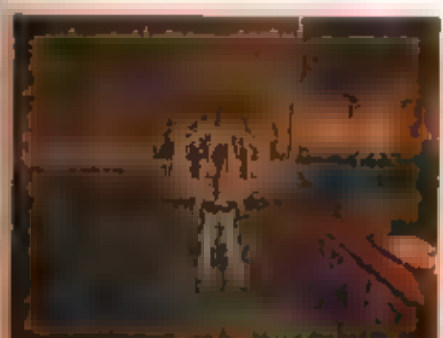
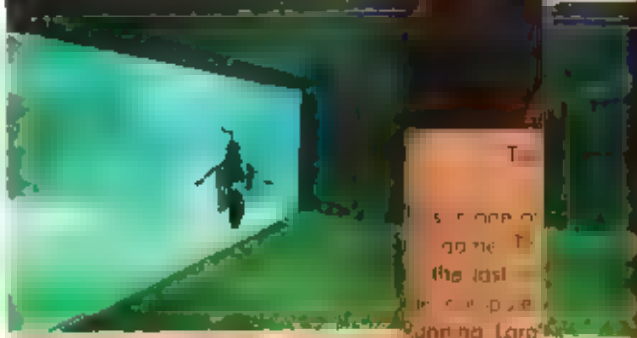
TOMB RAIDER: THE LAST REVELATION

exploring the unknown, to climb, crawl, and dig. The game is a masterpiece of exploration and discovery, and it's a shame that the sequel, Tomb Raider: The Last Revelation, is so disappointing. The game is a masterpiece of exploration and discovery, and it's a shame that the sequel, Tomb Raider: The Last Revelation, is so disappointing.

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The Game's Big Play

This is one of the more interesting puzzles in the game. The puzzle is a large, circular stone structure with a central opening. The puzzle is a large, circular stone structure with a central opening. The puzzle is a large, circular stone structure with a central opening.

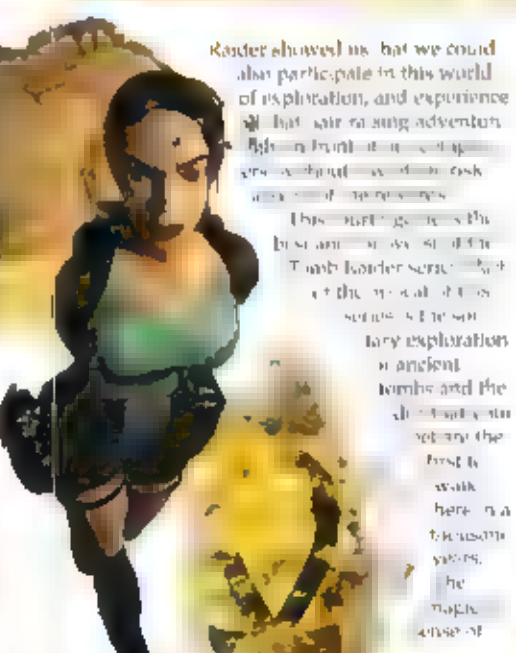
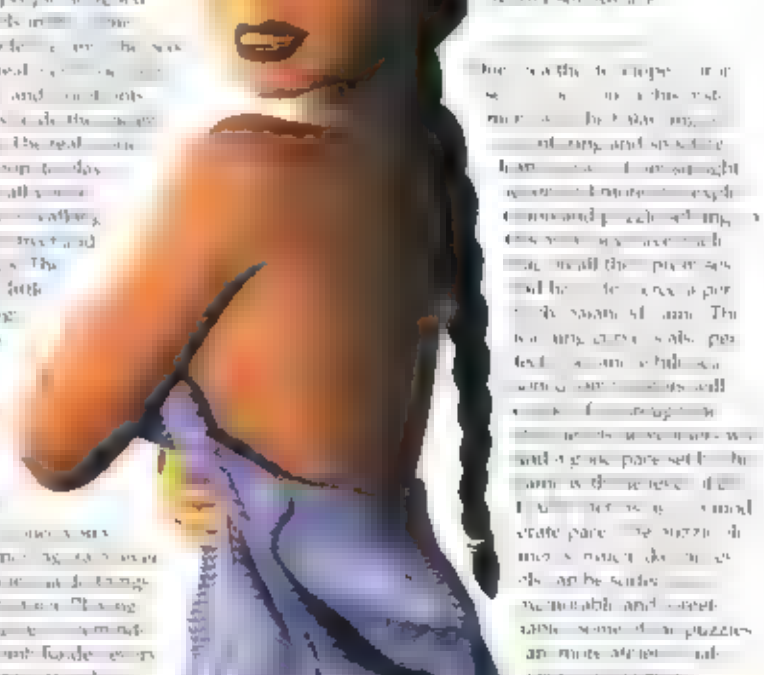
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REVIEWS UNDER FIRE

Tomb Raider: The Last Revelation

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3D Action Adventure

Of the sequel, this is the best. The map designers should all receive awards for sheer ingenuity and imagination for making this Tomb Raider the greatest adventure since the first one. There are still some problems with the game on a number of different levels but they're easy to forget once you start playing.

Core Design

Edo Interactive

Crew (811) 203-9100

Tomb Raider Indiana Jones Urban Chase

Amazing Inspiring Levels Sense of Adventure Epic Scale

Ancient Engine - Superb Camera Too Easy

http://www.eidos.com

R 299.00

System Requirements

RECOMMENDED

Processor 333 MHz (4 MB Ram 4 X CD Rom 4 MB 3D Accelerator 30 MB HD Windows 95/98/NT (DirectX 6.1))

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WHERE FANTASY AND REALITY COLLIDE...

FINAL FANTASY VIII

- THE LATEST INSTALLMENT OF THE MOST POPULAR VIDEO GAME SERIES OF ALL TIME
- AN EPIC TALE OF LOVE, HATE, FEAR AND REVENGE SET TO A FULL ORCHESTRAL SOUNDTRACK
- 8 PLAYABLE CHARACTERS EACH WITH INDIVIDUAL PERSONALITIES AND SPECIAL ABILITIES
- EXPLORE MASSIVE, BEAUTIFULLY DETAILED LOCATIONS
- NEW MENU SYSTEM ALLOWS PLAYERS TO CUSTOMISE THE ABILITIES OF EACH CHARACTER

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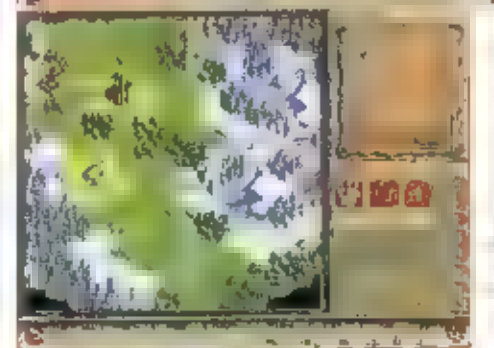
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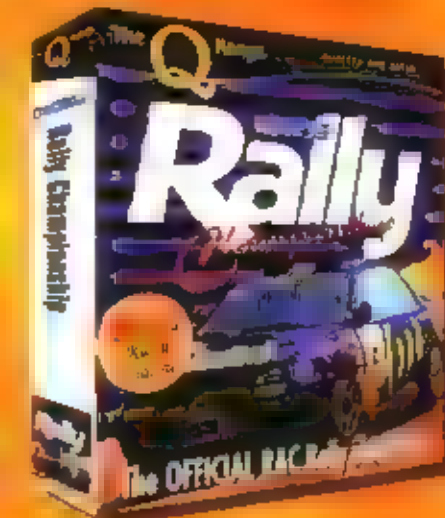
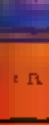
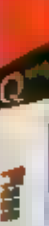
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Turn Based Strat

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30 Days to 10 Minutes



63

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For more information contact TCM Warehouse on Telephone 01 353 907 7245 or e-mail sales@tcmwarehouse.co.uk

Bargain Buys

A new range of bargain buy games has recently become available, and it's really something. Featuring a range of Sierra games and distributed locally by Crew, these bargain buys feature some of the most popular names to have hit the shelves in recent years. At R99.00, these titles will certainly take the market by storm, and will provide the cash-strapped gamer with hours of fun. You can get them from Crew on (01) 203 9 000.

Master of Magic 2

Master of Magic 2 is a well-loved classic that has been a mainstay of the strategy genre for years. It's a game that has been praised for its depth and complexity, and it's no wonder that it's still one of the most popular games in the genre.



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Lords of the Rings II

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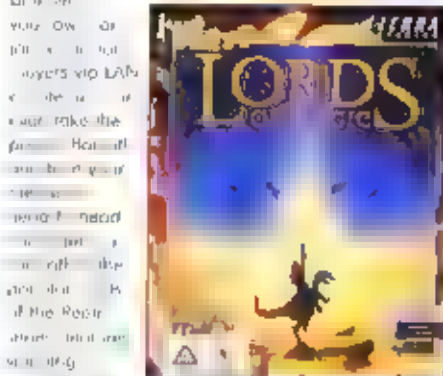


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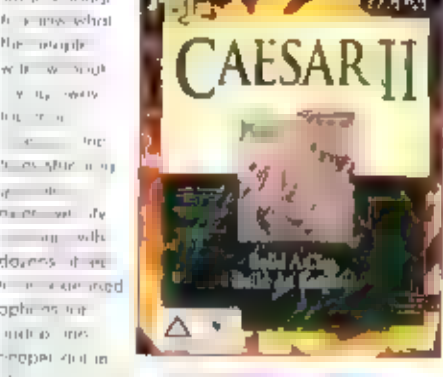
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SWAT 2 is a well-loved classic that has been a mainstay of the strategy genre for years. It's a game that has been praised for its depth and complexity, and it's no wonder that it's still one of the most popular games in the genre.

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Demolition is a well-loved classic that has been a mainstay of the strategy genre for years. It's a game that has been praised for its depth and complexity, and it's no wonder that it's still one of the most popular games in the genre.



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If ever there's pressure on a developer to live up to the shoulders of the game, it's when you're the developer of Gran Turismo. Not only is the

game coming out of the racing genre, but it's also the most successful and successful racing game ever made. It's the only racing game that's been a success in the console market, and it's the only racing game that's been a success in the PC market. It's the only racing game that's been a success in the console market, and it's the only racing game that's been a success in the PC market.

Kazushige Nojima

Gran Turismo is a game that's been a success in the console market, and it's the only racing game that's been a success in the PC market. It's the only racing game that's been a success in the console market, and it's the only racing game that's been a success in the PC market.



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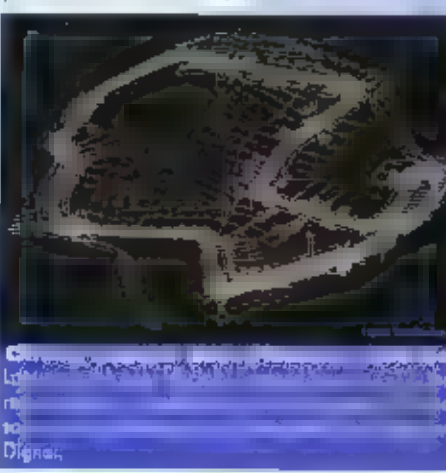
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GRAN TURISMO 2

THE REAL DRIVING SIMULATOR



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Where to next?

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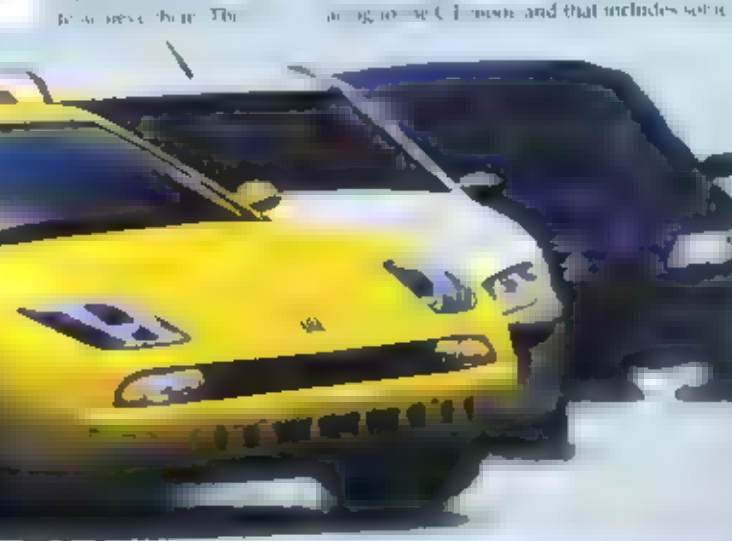
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DAY AND NIGHT RACES COMPLETE. ROAD 8. ANY CAR CAN BE USED.

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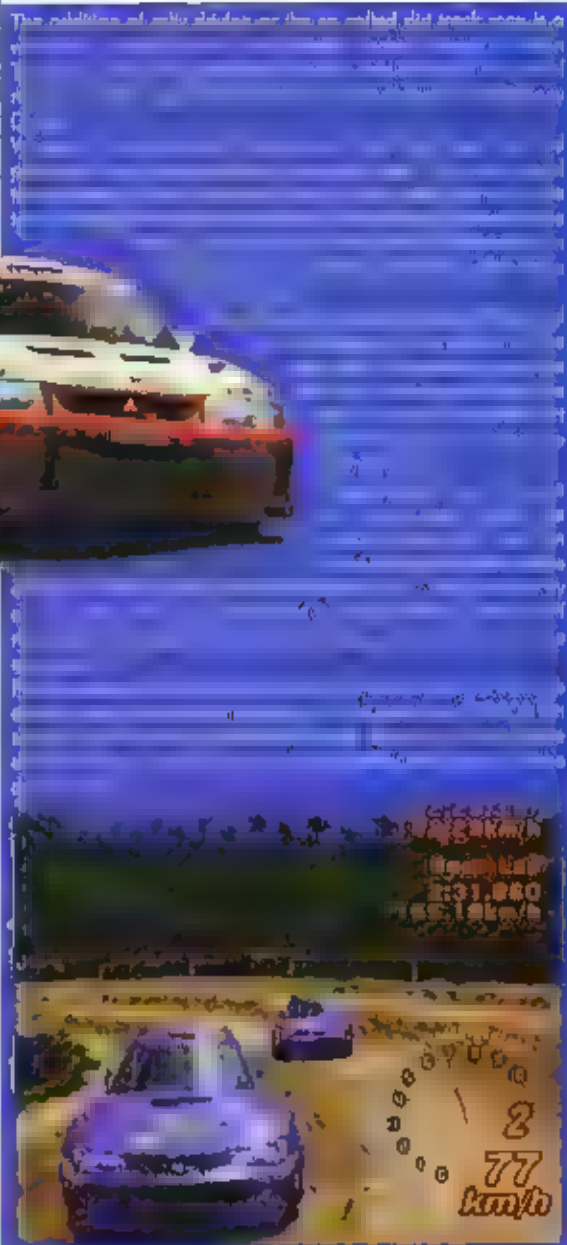
Gran Turismo 2 (Continued)

Rally Fever!

the fastest drag cars in the world), which can also be used for other types of races though this is not wise for the more difficult tracks. The Championships are now purely water, varying degrees of engine performance gaining you entry into them. But that's not all - now there are 350 different race classes ranging from the luxury models only and golden rules to sports cars and rallies. Each race is organised on its time and engine positions, e.g. 1000cc mounted in the front and 1500cc in the rear - as desired as a 16 making vehicle selection more in depth than before. The weekend's final, once races was a wonderful surprise changing from a usual 1000cc to 1500cc, up to the more planned and tactical technique. If you think you can complete five hours of racing, a constant 1000cc engine, then 2 will push you, 1000cc.

As the game moves
gameplay is the excellent
social effects and consistent engage-
ment. However, of the 594 cars, as a maz-
ing how tedious such a choice sounds to its
competitors. I like enhancing the game's
less of a 2. The pop of a back wheel
the look of it with a more so they back
to take the experience of its activity itself.
As the cars realistically react over their
cars and the smaller ballows from behind
the track you get an opening series of real-
ity. As a result, the cars are more about
recreation and are such as a day's trip.
I hope the game is the best of its kind.
I mention a few naturally similar titles
that if the game did, it's not such a big
blast of reality and fun.

The A and B series of the new C-2 has improved, comes up to today's developments, have maintained the measures, a substantial enhancement of all aspects of success. In the new models with a new order, the new series would be during a long-term common sense and new knowledge, a new series. It is not a piece monkey by professional means very often in every day's business with a definite, a perfect day's business. But it can be the same part of the same vehicle there, must it really be an improvement of the components of a vehicle. For the seasoned voter, an idea is often a sign of a new idea in order to work and to know it and an essential to the be-

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 a processor given after I said it would
 not be sent. However the small improve-
 ments are on a path to a new line since
 might be in games or other. What we do
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 end of the day, in the market, a new
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REVIEWS: UNDER FIRE

It's an action adventure starring James Bond, it's got all the gadgets, loads of guns and a great sound track so you'd expect a great game... except it's not. Here follows a cliché ridden review of a sadly wasted opportunity, it seems James Bond can't figure out what to do with a Playstation. The ultimate Bond gadget.

RedT



Tomorrow Never Dies

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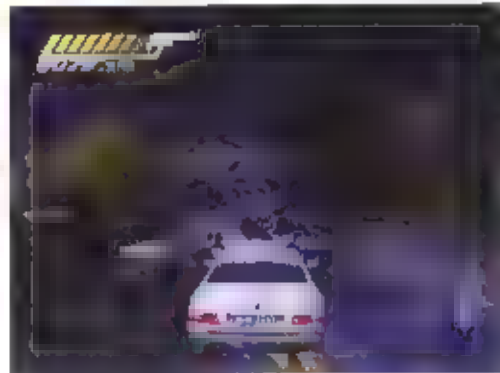
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1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**



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1. \mathcal{H}_1 is a Hilbert space with inner product $\langle \cdot, \cdot \rangle$ and norm $\|\cdot\|$.
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 3. \mathcal{H}_3 is a Hilbert space with inner product $\langle \cdot, \cdot \rangle$ and norm $\|\cdot\|$.
 4. \mathcal{H}_4 is a Hilbert space with inner product $\langle \cdot, \cdot \rangle$ and norm $\|\cdot\|$.
 5. \mathcal{H}_5 is a Hilbert space with inner product $\langle \cdot, \cdot \rangle$ and norm $\|\cdot\|$.
 6. \mathcal{H}_6 is a Hilbert space with inner product $\langle \cdot, \cdot \rangle$ and norm $\|\cdot\|$.
 7. \mathcal{H}_7 is a Hilbert space with inner product $\langle \cdot, \cdot \rangle$ and norm $\|\cdot\|$.
 8. \mathcal{H}_8 is a Hilbert space with inner product $\langle \cdot, \cdot \rangle$ and norm $\|\cdot\|$.
 9. \mathcal{H}_9 is a Hilbert space with inner product $\langle \cdot, \cdot \rangle$ and norm $\|\cdot\|$.
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RACE OF CHAMPIONS



Officially sanctioned by the world's international motorsport governing body, the FIA, the Michelin Race of Champions is an established part of the top level rallying calendar. Based on the principle of knockout rounds - with preliminary heats, quarter-finals, semi-finals and final - the contest pits the drivers 'one against one' round a spectacular 2.6 km gravel/tarmac figure-of-eight parallel circuit.



INTÉGRALES

Tomb Raiders 1 through 3 have been welcomed with open arms by the gaming community in the hopes that each will perhaps offer something new. Will it be fourth time lucky for Eidos?

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TOMB RAIDER THE LAST REVELATION

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Buzz Lightyear is Back!

As space hero Buzz Lightyear, you've got your hands full. Your best buddy, Woody, has been kidnapped by a greedy toy collector and it's going to be an all-out race against time to save him. It's all up to you... Buzz Lightyear to the rescue!



Buzz Lightyear to the Rescue!



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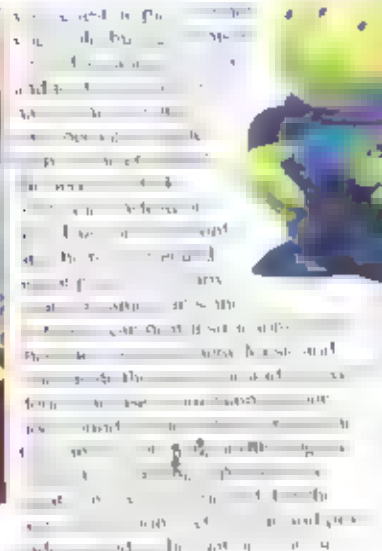
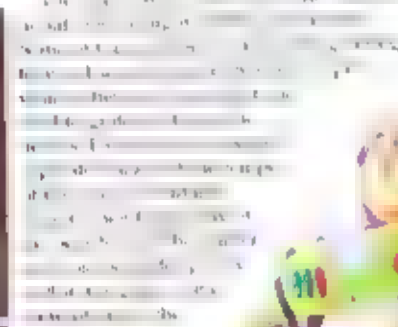
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Figure 1. Schematic representation of the experimental design. The first part of the experiment consisted of a 10-min habituation period, followed by a 10-min test period. The test period was divided into two 5-min blocks. The first block was the baseline period, and the second block was the test period. The test period was divided into two 5-min blocks. The first block was the baseline period, and the second block was the test period. The test period was divided into two 5-min blocks. The first block was the baseline period, and the second block was the test period.

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Action Platformer

A good, but very intelligent platform game. The fact that it is Toy Story 2 pulls it into the spotlight. If it weren't for the movie license pull-factor, the fun video segments and the characters Toy Story 2 would be a technically excellent but decidedly average platform game.

Teacher's Title

Stacy Innovative

Crash
(911) 382-9100

Spyro 2
(Crash Bandicoot)
Platform

Toy Story 2 License
Visual
Level Design

Fear Control
Overcoming
The Easy

<http://www.motivation.com>

\$ 399.99

Year's Best
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REVIEWS UNDER FIRE

The biggest sport in the world has been simulated since the beginning of entertainment software. Trying to recreate the atmosphere is something that very few developers have accomplished over the years, but as time goes by we are being overwhelmed by the intense detail and improved realism of these football sims. Sony's internal development team has generously offered the gaming public an all round package with depth and realistic gameplay - This is Football

Storm

Ever tell your friends about a superb match in the superbly realistic football simulation? You'll be the talk of the town, and everyone will be asking you for the details of the match. The only problem is that the only way to get the details is to watch the match yourself. This is Football is the only football simulation that lets you watch the match from the inside, as if you were a player on the field. It's not just a football simulation, it's a football experience.

THIS IS FOOTBALL



It's not just a football simulation, it's a football experience. The game is so realistic that it feels like you're actually on the field. The graphics are superb, and the sound is fantastic. The game is a must-have for any football fan.

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Any Time

Any Time

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Football Simulation

The slow pace of the game might not appeal to everybody's gaming tastes but it reflects the true speed of football as it's played. Most graphics are made up of superb animations and physics and impressive selection of items and components. A highly competitive product for the discerning football fan.

76 75 82 90

89 85 90 85

85

CHOICE PRODUCTS!



Similar to racing games, fighting games are running out of good ideas. They've always had the same formula and to pique same interest developers often throw in magical powers or outlandish combatants to try and keep the genre interesting. With the publishing power of Electronic Arts, the talents of Black Ops Entertainment and Dream Works Interactive we now have, would you believe, a dinosaur fighting game.

This title was inevitable - it has everything going for it including the Jurassic Park license and the name of a prehistoric creature ever seen in a software title. Conceptually the game is everything we've been waiting for since seeing Steven Spielberg's Jurassic Park - the chance to do battle with dinosaurs.

Darwin and fossil: Man against dinosaur is no real contest and as is usually the case the first bite invariably ends the fight.

Dinosaur: 1 Human: 0. So now we've arrived at dinosaur against dinosaur and for those of you who grew up on violence you'll be happy to know that man is still part of the equation. The game is set against the backdrop of the movie, Jurassic Park, and from Steven Spielberg's Hollywood blockbuster the developers have extracted a few film locations and some of the dinosaurs, including the big Tyrannosaurus-Rex and a modified, larger version of the Raptor. The presentation right from the start is impressive with colourful visuals, plenty of options and scary sounds effects.



The museum is a showcase for all the available dinosaur opponents in the game. Inside the museum you will discover how big these creatures were, which prehistoric period they came from and in typical virtual style, you can change the colour of their skin and hear their names correctly pronounced. The other options include a fabulous 'practice' mode where you can learn all the special moves without the hassle of time limits and twelve metre long lizards trying to slice you into smaller dinosaur pieces.

can engage a friend or friends in the 'versus' and 'team' modes or take on the computer in the 'arcade' mode. Two other modes, 'choice' and 'survival' are available in the game but they are locked until you successfully complete the 'arcade' mode through once. The last mode on the list is the standard 'options' where you can change a number of settings including length of match and how many rounds to play.

Tiny trouble: The first thing the game does has to do with lengthy loading times. It's annoying and a true indication that any game is taking too long is the fact that you're always aware of how much time you've just spent staring at the '...loading' screen. This gripe aside, once the game begins you'll soon forget having to wait as an impressive graphical wonderland unfolds before your eyes. The dinosaurs are well animated and look stunning - they're huge on the screen and all behave realistically when moving, blocking and taking lunges at their opponents. The actual fighting arenas, compared to the combatants, are poorly conceived, lack any imagination and have a fair number of graphical glitches among them. The arenas however are not important as the main action focuses on the dinosaurs battling in the centre. The camera does a good job of travelling around the action, keeping both fighters on the screen at all times as it pulls back and zooms in unison with the positions of the fighters.

The only disappointing graphical aspect of the carnage on the screen is the dull hue of red chosen to represent the blood and guts sequences making things look a little unrealistic when tooth, claw and flesh clash. One nice little touch is the inclusion of 'edibles' (an option that can be turned on or off). These 'edibles' are random dinosaur snacks that consist of, among other things, people, smaller lizards and even dogs. Snatching and eating one of these 'edibles' instantly reduces some of the damage sustained so far, so they have their uses. The sound effects accompanying the action are more than capable of transporting you into the arena and keeping you there until final blood is drawn. The use of sound effects and a handful of small graphical sequences from the movie further serve to



immerse you into the game. In short, it's everything you could want in a dinosaur fighting game - except for a few problems that drag it down.

Keep that strength: In spite of all the good here the bad has been let in charge. Despite looking good enough to eat the dinosaurs featured in the game have no character, and all invariably start looking the same after about ten rounds. The controls are sluggish and when trying to perform some of the more elaborate combinations the whole effort always degenerates into a wild button smashing frenzy. If any successful combination moves are accomplished out of this button maul they are more by luck than anything else. Therefore, the actual fighting part of the game is flawed simply because of a poor control system and this unfortunately drags the whole thing under a prehistoric mud pit.



assaulting you from every direction. Besides the usual set of options indicative to fighting games, Warpath has a few unique options, such as the 'museum' option, to add to the overall game.

Fighting Game

It's a novel idea that has been well put together but due to an incredibly slow and unresponsive control system, has been ruined. The inclusion of the museum and comprehensive practice mode does help the game a little - but not by much.

DreamWorks Interactive

Electronic Arts

Electronic Arts Alive! (011) 803-1212

CPES

Nice Idea

Great Graphics

Sound Effects

Lead Time

Sluggish Controls

Confusing Fighting

<http://www.ea.com>

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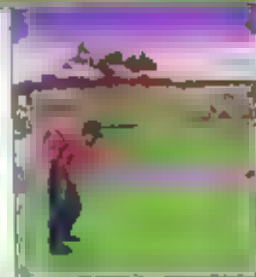
SIERRA
STUDIOS

CREW

REVIEWS UNDER FIRE

Cashing in on the Tiger hype is undoubtedly priority number one for the Electronic Arts suits, but it doesn't take expensive licenses to make a good golf game. Tiger seems not only to be taking the crown on the course but on the PSX as well. CyberTiger is an excellent change from the astute protocol of the golfing etiquette.

When it comes to the quality of the graphics, the Electronic Arts team has done a superb job. The graphics are top-notch, and the game is a real visual feast. The graphics are top-notch, and the game is a real visual feast.



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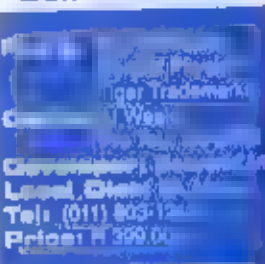
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Golf Simulation



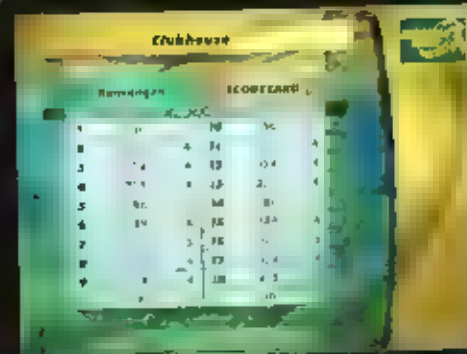
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Once again Gremlin attempts to make a mark on the PSX as a reputable golf game developer, this time under the watchful eye of Infogrames. The anticipation of something fresh and exciting was cruelly shortened by the most blatant lack of programming and graphical skills yet seen in the history of the genre.

Having played most of the original Actus Golf series with their glaring lack of physics and horrible attention to a graphics engine, I had given the development team the opportunity to redeem itself. This was a foolish endeavour with the worst result: a lack of anything to fly about PGAETG.

PGAETG is actually one of only a handful of golf games available for the PSX and also one of the few to offer a handicapping system in its gameplay. If you are not hacking away in a quick round or non-tournament event then you are attempting to gain

PGA European Tour Golf



presence within the European Tour. The European PGA is obviously better at organising a golf tour than helping in the development of a golf simulation. The game features 8 of the top European golf courses, which includes Druid's Glen, Ireland and Hanbury Manor in England. Unfortunately the graphics represent

ing the course is outdated and unappealing to the needs of a golf sim. The player models are exactly the same for all players and it seems as if they are dressed by an 18th century evangelist. The animations are slow and full of texture spills with the only saving grace being the grooved wing animation and the moving trees as the wind realises graphical feature in the game.

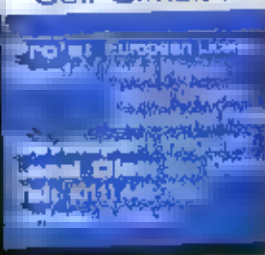
The crux of any golf game is the physics engine or rather the lack of it in this instance. PGAETG follows on the unimaginative engine from the Actus Golf range and similarly unimpressive physics model (no visible changes to the outdated Actus Golf series). The golf ball once struck, once again, has a total disregard for gravity, hovering in the air for more than is normally physically possible. The ball reacts differ-

ently to the differing surfaces, but that is as much as it comes to improving. Fairways are like pits and slopes cause almost 90-degree bounces in the opposite direction.

They say you drive for show and putt for dough. If that was the case then you would be a very wealthy tour player by now. PGAETG is quite simply the worst putting technique of any golf sim I have had the pleasure of playing. The commentary is once again from the 'sprightly' team of Peter Alliss and Alex Hay that continually repeat themselves and even slaughter their good shot.

All these glaring problems relegate PGA European Tour Golf to an all-time low of worst golf simulation ever. With the older title of Everybody's Golf and the newly released CyberTiger you will be better off marking your ball and rechecking for a better line.

Golf Simulation



25



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Zykon Joyrider Pro



JOYRIDER FLIGHT CONFIGURATION



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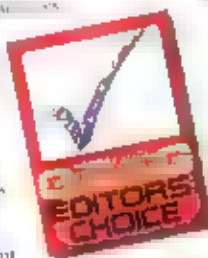


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Logitech Trackball Marble

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Cons: Sensitive
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Act Labs GS Gun System

Act Labs GS Gun System



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Cons: Expensive
Limited Software Support

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New Age Gaming has some exciting offerings for the aspiring developer this year, not the least of which is the series by Travis of Celestial on putting your first game together. Rather than duplicate what he's doing in this demo scene section, and write a game as well, I thought it would be a great opportunity to do a demo-oriented project from start to finish. I first thought of an actual demo but they tend to be personal and written because the author has some ideas and the means to implement them. A game was the other choice, but you are already going to get a write on games.

So the answer I came up with was a Linux tracker. Specifically what I'll be putting together is an Impulsiu Tracker clone for Linux. There are a number of reasons for this choice. It's demo-related for a start: chances are if you've watched a demo, then you've heard tracked music. It's non-trivial: writing a good music editor and sample editor will take a lot of doing to get right and that will present me with lots of opportunities to talk about how I went about the task, as well as providing you, the reader, with ways of contributing through ideas or even some code. It's also a project which touches on a wide variety of programming issues, which I hope will be useful to learn from. But that I leave them all now. That's the point - I go along, I'll pick up what I need to solve the next problem and the one until I've learned enough to finish.

Last but not least, I think there's a real need for the program. A couple of trackers exist for Linux - most notably the very good SoundTracker (www.soundtracker.org), but all the crux that work here FastTracker interfaces have nothing against FastTracker. It's a superb program but I'm pretty clueless about the keys and the layout. ScreenTracker is what I am used to and I'm now getting tired of jumping to DOS every time I want to do some composing.

Before you roll your eyes and say "why Linux only?", I'm hoping if we do it right, the tracker will be portable in the Win32 environment. This will mean thinking some design choices early on that will affect the rest of the project and how we do things. Besides, Linux is the development environment of choice. It's stable, full-featured and has a wide variety of industrial-strength free tools for us to develop the package. Thanks to

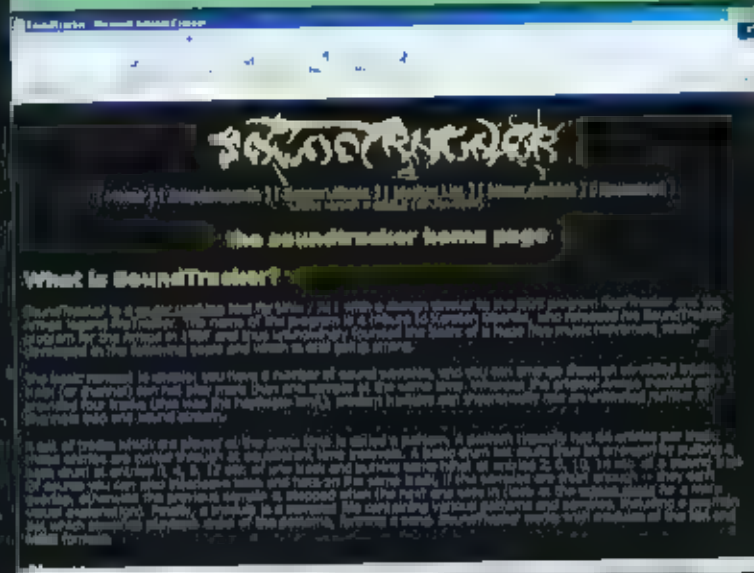
A Linux Tracker From Scratch...

BY PAUL FURBER

INTERNET* HTTP://WWW.SLIFE.TQ.DEMOS

E-MAIL: SADI-MON-EGROUPS@IIM

E-MAIL: M@VERICK.CO.ZA



the Cygnus Windows compiler, once the Linux version of the tracker is working, we can change a compile switch and get a Windows version for free.

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

Probably the stupidest thing to do right now is to open up my favourite text editor and start writing code. That might work for small utilities but it will lead to grief early on in a project of this size and scope. Before we even design how it's going to work, we need to ask some questions. Here's a list of them and the possible

44-68890-5000
Date: 11-10-70 Filed: Volusia County
Re: [redacted] 11-10-70
[redacted]
[redacted]

Do not use

...for reasons discussed

above. I point

when Monday
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there's no rea-

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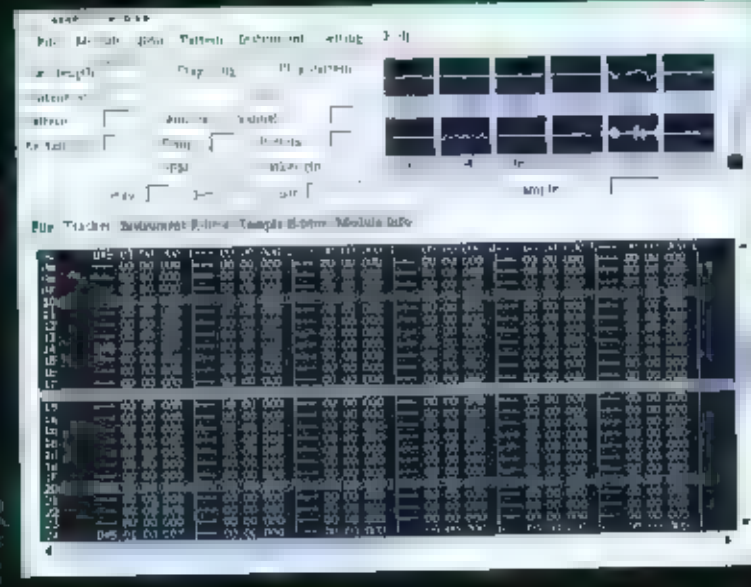
[illegible]

Probably two of the above should be supported. This is a tricky one, since supporting a GUI toolkit means using their built-in timing routines - and they sometimes have too much latency for a fast real-time sound application (which is what a tracker is after all).

Of course yes. If someone else has done the hard work for a particular problem we need solving and (this is important) that person has released the code under an Open Source style license, then we should feel free not to have to reinvent the wheel. Besides, the trucker itself will have more than enough original code.

That depends on a number of things like choice of language, object-oriented vs. procedural considerations and toolkits available. Perhaps the most important way of going about things at this early stage is to make a real effort to modularize every major component so that new ones can be plugged in if needed and existing ones can be rewritten without breaking the rest of the application.

As you can see, lots of choices need to be made. Some of them will be wrong but I won't know that until I try them. 'Analysis' is an easy trap to fall into here. It's just trying everything on paper and before starting. We don't need to have a clear idea of what it is that we're achieving and some high-level design in mind, two or next month (or later), plus a breakdown of what we will have working by then. I will use a Website where you can download plus instructions on how to get you have suggestions or comments (or welcome), mail me at web@web.com.



10

I hereby solemnly swear that I
never will 'borrow' the car and try to sell it back to you
on Main Street ever again.

Yours Sincerely

Shots offer subject to the range of the new PlayStation 2. TURNING



Important Information

This section is for PlayStation exclusively. PC gamers please see the cover CD where we place any new cheats for PC games. The archive on the CD is ongoing and contains all PC cheats to date. In the future we may consider placing a PlayStation cheat archive on the CD.

Cool Boarders 4

Shortcut Through Colorado

This is an easy way to get through Colorado. When you get to the part with patches of deeper snow, around the third or fourth patch, there



should be a place with a lot of trees. Heave through those trees. In a railroad track. Grind on that track and after a while you should be in first place (unless there is somebody in front of you). This won't automatically allow you to win, but it will help break the time record.

Slope Style Secret in Vermont

On the right side of the course, between the ramp with two rocks in front of it and the ramp with the green pole, there are a group of trees - you can grind on the fallen tree to reach a secret tunnel.

Play as Fast Eddie

You have to beat rookie on Trick Master to get him as a playable character.

Unlock Extra Mountain

When you go to the tournament name enter in 'NEEMIL'.

Unlock all Mountains, Characters and Boards

Select One Player mode and enter, 'ICHEAT' as your name, if you entered it correctly you'll hear the phrase 'Hey, no cheating'.

Unlock all Special Events

Select One Player mode and enter, 'INSPECIAL' as your name, if you entered it correctly you'll hear the phrase 'Hey, no cheating'.

Medal Of Honor

Activate all Cheats the Hard Way. Beat each level with all 3-star ratings and get all the medals. This will unlock all the cheats.

Captain Dye Mode

With this code your health will stay the same from one mission to the next, for example if you end the first mission with 83% health you'll begin the next mission with 83% health. To use this code enter,

'CAPTAINDYE' at the password screen.

Rapid Fire

Enter, 'ICOSIDOREC' at the password screen. This code allows your firing rate to be increased four folds.

Reflecting Shots

Enter, 'COSUJE' as a password.

Wire Frame Mode

Type in, 'TRACERON', if done right, the enigma machine will flash green.

Defeat the Freeze Attack

While playing against the Dream shades in the hidden virtual reality dungeon, they will try to freeze you so other people can kill you. To have the effects wear off, all you have to do is bring up the item screen or push Circle and wait for the effects to wear off.

Enable Noah in Multiplayer

Enter, 'BEACHBALL' as a password to unlock Noah in the multiplayer mode. If you entered the code correctly,



rectly, the Enigma machine will flash green.

Enable Otto in Multiplayer

Enter, 'HERCOCORIE' as a password to unlock Otto in the multiplayer mode. If you entered the code correctly, the Enigma machine will flash green.

Enable Dinosaur in Multiplayer

Enter, 'SPILLERBO' at the password screen to unlock a dinosaur in the multiplayer mode. If you entered the code correctly, the enigma machine will flash green.



PlayStation Cheats

Enable Werner von Braun in Multiplayer

Enter, 'ROCKETMAN' as a password to unlock Werner von Braun in the multiplayer mode.

Enable William Shakespeare in Multiplayer

To enable William Shakespeare in the multiplayer mode, type, 'PAYBACK' at the password screen.

Enable Winston Churchill in Multiplayer

To play as Winston Churchill in the multiplayer mode, enter, 'WINSTONCHURCH' at the password screen, the Enigma machine will flash green if you entered the code correctly.

Enable Wolfgang in Multiplayer

Enter, 'HOODUP' as a password to unlock Wolfgang in the multiplayer mode. If you entered the code correctly, the Enigma machine will flash green.

American Movie Mode

Everyone speaks English (American Movie Mode)... the easy way to enable American Movie Mode is to enter the password, 'SPRECHEN'. Everyone speaks English (American Movie Mode)... the hard way. After you complete the second mission with a 3-star rating for each level, you will be rewarded with a secret code entitled 'American Movie Mode'. In addition, if you beat the mission with at least one 2-star rating and three 3-star ratings, you will receive the second medal.

The Making of Each Level

Use these passwords to unlock the history and making features of all the levels under the 'Gallery' option. If you entered the code correctly, the Enigma machine will flash green.

| Level | Code |
|-----------|-------------|
| Level 1 | Invasion |
| Level 2 | biggrete |
| Level 3 | dasboot |
| Level 4 | stake |
| Level 5 | Komet |
| Level 6/7 | twoisatwo |
| Level 8 | Victory Day |



Infinite Ammo

For infinite ammunition enter the code, 'BADCOPSHOW' at the password screen. Note these codes will only work after you complete a mission and then replay it.

Kill Yourself

Press R1, R2, L2, R1, R1, R1, R2, L2, L1, L1 then press Square quickly, your character should blow up and say, 'What did you do that for?'

Multiplayer Power-Ups

To get the first medal and a cheat option, beat the first three levels with a three-star rating or enter, 'GIBBISNOOK' at the password screen.

To get a power-up in the multiplayer game, kill your opponent and pick-up the box right next to the dead body. If you did not turn on the cheat, this should now be a player ammunition box, however, if the cheat is on you will get one of the following:

BLK (Blink) - Every time the victim tries to reload, the victim will transport to one of the two to throw pre-set locations on the map.
DMX (4x Damage) - The victim's firepower will increase four fold.
REV (Reverse Controls) - The victim's controls will be reversed. Left will be right, and up will be down.
FRZ (Frozen) - The victim cannot move forward, backward, or sideways. The victim can only look up



and down and left or right.

SLW (Slow) - The victim's movement will slow down by almost four times and when the victim crouches, he'll only be able to move a few inches.

DMD (Half damage) - The victim's damage will decrease by two folds.

RFL (Reflecting shot) - The victim's bullet will reflect off walls, grounds, and ceilings.

SWP (Swap ammunition) - The victim's opponent's ammunition will be given to the victim. However, the opponent will still keep the same amount of ammunition and only the victim's ammunition will increase.

AIR (Air hanging) - When the victim jumps, the victim will stay in the air for a while longer than normal. This is good for making long jumps from roof to roof. The power-up affects either you or your opponent and lasts for around one minute.

Passwords

Use these passwords to complete the desired mission.

| Mission | Password |
|-----------|------------|
| Mission 1 | SETTING |
| Mission 2 | TERMINUS |
| Mission 3 | BOOTSINOT |
| Mission 4 | SIMPAS |
| Mission 5 | SCHENES |
| Mission 6 | ACHENES |
| Mission 7 | SINGCHORAN |
| Mission 8 | GRANTHEIT |

Gran Turismo 2

Unlock Super License

First earn the A, B, International A, B, and C licenses, the Super License will now be available.

Unlock Event Synthesizer Race

After earning the Super license, you will be able to unlock the Event Synthesizer Race.

Eight Tracks

Go to Arcade Mode and enter the 'Bonus Items' option. You should see the letters A, B, and C above each of the levels given. As you do the following, they will be covered with a blue, yellow, or red dot. To fill in the four big question marks, go back to the main Arcade Mode screen. Then, go to 'Single Race', choose any difficulty level, and place first in each of the four original levels with an A-class car, a B-class car, and a C-class car. After you have done this, go back to the 'Bonus Items' menu and the four big question marks should be filled in with these levels. Autumn Ring, Deep Forest, 55th, and Grand Valley Speedway, totalling eight tracks.

To Get the GT Hi-Fi Mode

Finish the GT world cup then the GT hi-fi mode will appear under the special event option.

Hints

In arcade mode, winning first place, on any of the original four tracks, in all three classes of vehicles (A, B, C) will open a new track (for a total of four). If you come in first on all eight tracks, in all classes of vehicles, on the easy difficulty setting, four new car manufacturers will be available for you to choose from (Toyota, Subaru, Dodge, including a concept car, and VTR). If you win first on



all eight tracks, in all classes of vehicles, on the normal difficulty setting, a movie and the game over-ls will be available.

Easy Money and Cars

First, you must have at least 100,000 now and an I-A license. Buy a Mitsubishi 3000GT SE-Twin Turbo and tune it to the max. Go to Special Events and enter the number one Tuned Turbo Car World Cup. All the races here pay 50,000, but are hard. Pick the one with the Test Course. The cars here are unforgiving so make sure you tune your car to go to at least 210 MPH. Race 3 consecutive times and you will win the second ultimate car, the HK5 R33 Drag, which sells for 250,000.



The Ultimate Driving Machines

After you have established at least 4 million, buy the Suzuki Escudo Pikes Peak Version, which sells for 2,600,000. This car is very powerful and quite easy to handle at high speeds. If you drive well enough, you can race any race and defeat all your opponents. This car will whip the competition in the GT World Cup so have fun.

Getting Money

Win the 4th Challenge at Legend Race to receive a 618 HP custom car. Take that car to the Tuned-Turbo Challenge and enter the Test-Track race. You will win 550,000 and a car worth 130,000 for each 3-lap race that is won. The secret to winning on the Test-Track is in the corners. Stay smooth and off the walls and grass to pass the faster cars. Do not let them block your car, and drive defensively once in the lead. Get a brand new Nissan Skyline GT-R Spec II (R34) 1999 and tune it to the max. Then, get an International A license. Go to Special Events, go to Line Up 4, choose Tuned Turbo Car No.1 Race at the Test Course. Finish in first place to get 550,000 and a skyline that is worth 130,000. Repeat this until you win a 150,000 Mine's HKS 160 EX (racing modified). Repeat again until you win a 13,750 Mine's Tancer V (racing modified). Note: You do not have to use a Nissan Skyline, just a powerful and fast car.

Please send any cheat requests to cheats@mag.co.za

Send Off

The year is off to a running start and South Africa has finally got its hands on Unreal Tournament and Planescape Torment, which should have been available in December already. Is it just me or doesn't the rest of the world care about us gamers in South Africa, since we get everything late? It's no wonder so many gamers actually decide to buy online. It's fast, simple and you get the latest products.

The whole NAG team has returned from a brief but enjoyable holiday, although I think most of us will take at least another month before we move into full gear - the holiday mode of thinking takes a while to purge itself from your system. We are currently looking at new premises and hopefully are moving into larger office space by April. Just remember that we might not be reachable for a couple of days if we do move and have to wait for Telkom to move our lines. Judging from past experience this might take anywhere from a week to 6 months.

But until then we will probably be playing some Amiga games since our Ed has decided to rummage through his old junk and found his Amiga 500, which has found a new home in our office. I must admit that the Amiga was the King of gaming back in the good old days of gaming. I think we should start collecting some Commodores, ZX Spectrums and Atari machines as well and build up a nice collection of gaming history. It is funny to look back at the old machines and realise just how far gaming

has come. Nowadays PCs are more accessible, we have more game developers and even have a couple of dedicated trade shows for industry. Speaking of which - we're already making plans to get some staff over to E3 this year, which will take place in May and we are considering a daily live web update as well. I just thank the powers that be, that it won't be my finger tips getting typed off. It looks like our Editors will be making the pilgrimage again as they collect artwork, betas, souvenirs, and of course hobnob with all the big shots like John Carmack and co. The PlayStation 2 will also be there and most probably launched in the States round about then as well. (Rumour has it that the next generation console will launch in South Africa round about August, so keep your fingers crossed.)

On an ending note it is my sad duty to inform gamers that Diablo 2 has been delayed to what seems like the middle of the year. Tears were cried, keyboards broken, but finally we got over it and now must sit and wait a couple of extra months for what might be the best game of 2000. Thankfully Nox will arrive soon as well as some other good titles, but they just aren't Diablo 2. For our monthly 'who wants to appear in New Age Gaming' list I must now hand you over to our Editor's prediction list. By the way please keep sending in letters, we always love hearing that at least someone is actually reading our magazine.

Just for once we'd like to see these predictions come true. We're all holding thumbs...



Could Indiana Jones be the tight fitting pair of pants that finally unzips Lara Croft's delicate hold on the third person tomb raiding adventure genre? This game is what we technically refer to as highly anticipated and promises to be something special. Be sure to read the cliché ridden review next issue as we crack the whip, uncover the mysteries of eternal youth, and sail on the ark of adventure and discovery.



Climb into the head and sit behind the eyes of a Special Forces soldier in the Second World War, on a vital mission. You'll find no plasma field photon accelerators or depleted uranium slug firing rocket propelled nuclear cannons in this game, instead grab a few 'traditional' weapons (like a bazooka or Tommy gun) and paste those stiff collared Nazis. Will this game earn a medal of honour [very original, Ed]? Find out next issue.



If you've ever suspected that there are a race of tiny people living inside your computer to make it go, then Electronic Arts are about to prove you right. Dubbed as the people simulation game, The Sims is due for release any minute now and promises to drive millions of people into social isolation as they try and make their virtual lives better than their real ones.

We need more freelance writers, so we're using this space here to sneak in a quick free ad. Below you'll find a list of what we need and then even further below the all important freelance writer specifications, here goes.

We need a features writer. This doesn't mean writing reviews but rather insightful and unique articles on the gaming industry. You'll need to be able to work to tight deadlines and do thorough research on your topic.

We need a sports game and racing game reviewer, preferably someone who owns both a PC & Playstation and has definite plans to buy a Playstation 2. This is the 'writing reviews' job, a demanding task that requires plenty of gaming experience and a fresh perspective on things.

We need a hardware reviews/hardware feature writer - this means you will need to have plenty of experience in this field... in other words know your hardware.

What you'll need to do

Put together a 600-800 word review of a current game/article and E-mail it to us at edit@nag.co.za. Obviously postal applications will be considered, as you need to be connected to the Internet. The review should follow the general style of the maga-

WANTED!

one and must be in English. Include a little information about yourself so we can decide if we could learn to like you or not. So send in only via E-mail and put 'I don't spell' as the subject. If you

don't use this subject header your mail might appear in the next backchat section by accident.

Freelance writer specifications

You must live in the Gauteng area.

A valid drivers license and your own transport is essential.

You must have reliable access to the Internet and a permanent valid E-mail address.

Being able to play both PC & Playstation is a bonus.

You must have a computer with fairly decent specs.

This isn't a competition so there are no rules except one, multiple entries will be

deleted along with the original.

The editor's decision is final.

Closing date will be the first day in April... that's April fools day so you won't forget.

If you've already sent in samples or articles or whatever then do so again, we'll round everything up and see who really wants to be famous.

a NAGging suspicion...

True tales of lost play and aggression from the NAG office, written and illustrated by Glynne



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Distributors of Games & Educational Software

Megarom was founded in 1995 by Philip Court with the sole objective to distribute Multimedia software to the local market. Within the first year of operating Megarom rapidly developed a national market for its products selling in all major centres of South Africa.

Initially Philip was the only representative for the company and within it's first year cleared all expectations and achieved a Turnover of R840 000. Working from a garage and selling from the boot of his motorcar, Megarom developed it's relationship with it's clients which stood in good stead as Megarom reached new markets with the latest in Multimedia trends.

1997 was to be the year for Megarom as they strengthened their relationship with Electronic Arts S.A. and opened it's main distribution centre in Durban.

With Megarom growing its distribution network nation wide, Megarom as a company started establishing overseas partnerships and in 1998 started signing on the distribution rights of Davilex, Intelliquis, and Cosmi Europe.

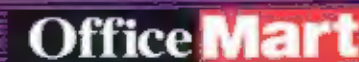
Megarom is a young and growing company with vision, which is quick to recognise the potential of new products and is quickly becoming one of the leading multimedia software distributors in South Africa.

For more information please contact us:

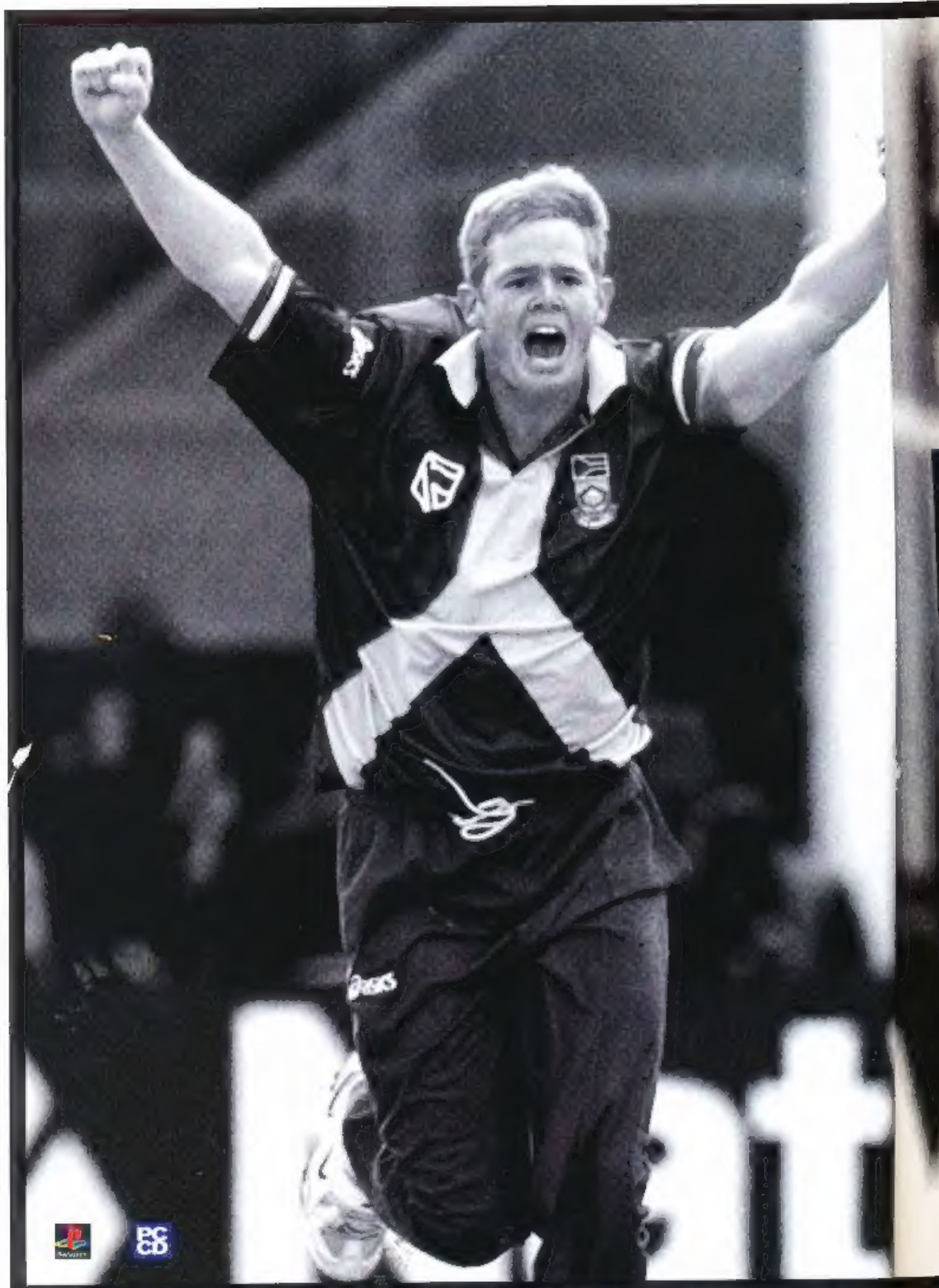
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